

Advanced
Dungeons & Dragons
2nd Edition

The Magic Encyclopedia



Volume Two

by
Connie & Dale "Slade" Henson



The Magic Encyclopedia

Volume Two

Design/Compilation: Connie Rae and Slade Henson
Editing: Skip Williams
Cover Painting: Fred Fields
Interior Art: David Zenz
Typography: Gaye O'Keefe
Production: Paul Hanchette
Graphic Design: Sara Feggestad and Angelika Lokotz

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TSR, Inc.
P.O. Box 756
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge, CB1 3LB
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Introduction

The Magic Encyclopedia Volume Two is the second and last of two volumes listing the plethora of magical items printed over the years for the fantasy role-playing games produced by TSR, Inc. About 5,700 items dating from 1974 through 1991 are included.

How to Use this Book

This game accessory is intended for use with either version of the AD&D® game. However, a little fiddling is all that is required to make the items listed here compatible with the D&D® game. For help making conversions, see the *DUNGEONS & DRAGONS® Rules Cyclopedia*, appendix Two. Many of the items (about one third) originally came from the D&D game and require no conversions.)

Each item listed herein is sorted by its name, given an experience point value, a gold piece value, and a product reference. To find a particular item, just look under its name in the table of contents. For example, all ankhs are together, as well as all manuals. Each volume takes a piece of the alphabet (i.e., Volume One contains for Abacus through Goblet, while Volume Two includes Goggles through Zwieback).

Experience Point Value: To use an item's experience point value, check the particular rules you are using. In the original AD&D game, experience was awarded only for items kept and used on adventures. In the AD&D 2nd Edition game, experience generally is awarded only to the character who creates the item. In the D&D game, experience generally is not awarded for items at all. However, many Dungeon Masters find it convenient to grant experience points to characters who find and keep magical items regardless of what rules the campaign uses. This makes it easier for characters to gain levels, and also prevents players from concluding that the only way to gain experience is to kill everything in sight. In some entries, the word "Relic" appears instead of a numerical value. This indicates a unique and extremely potent item (sometimes also called an "Artifact"). Artifacts and relics have powers well beyond what even the most heroic mortal can wield. Experience is *never* given for these items, and the DM™ must carefully monitor their use in the campaign. Generally, it is unwise to introduce any magical item into a game unless the DM understands its powers and how those powers will affect play—this is doubly true for artifacts and relics.

Gold Piece Value: The gold piece value is used to give the item a base worth. Generally, this is what PCs might expect to receive if they sell the item to an NPC. However, the prices given in these volumes are only suggestions. In magic-laden campaigns, these prices are generally acceptable. In cam-

paigns where magic is rare or the gold piece is very common, the DUNGEON MASTER™ might wish to multiply all prices by a fixed amount. In one campaign, the Dungeon Master may triple the cost of all items, whereas another might multiply the cost by ten.

In some entries, the letter "P" appears instead of a numerical value. This indicates that the item is priceless. The item is very valuable indeed; the item's true value may actually range from 100,000 to more than five million gold pieces, but the item's power, history, original owner, or construction makes it impossible to actually place a monetary value on it.

The Product Reference: This product does not include a description of each item. If we had printed just six lines of information on each item, *The Magic Encyclopedia* would have turned into an expensive, 12 volume set (let's not forget that certain items, like the *wands of wonder*, would require one and a half columns of print, not six lines). Since a 12-volume set was not feasible, we have provided an easily identifiable reference code.

This reference code identifies the product where a full description of the item's power is given and the page number where the description appears. The product list given in Volume One is sorted in order of the products designator; the designator is the number that role-players recognize and use. The product list in Volume Two is sorted by the product number; the product number is the number that retailers recognize and use. A product with a designator beginning with a letter (and often followed by one or more letters and numbers) is a module, magazine, or accessory. For example, FOR2 is the FORGOTTEN REALMS® accessory *The Drow of the Underdark*. Product references that contain only four numbers are generally hardbound books or boxed sets. For example, 1053 is the *RAVENLOFT™* Boxed Set. A little checking and sorting of your personal stock of TSR products will make referencing extremely easy within a short period of time.

How to Use the Randomizing Charts

When possible, the Dungeon Master should select the magical items he or she gives out in the campaign. Sometimes, however, the Dungeon Master has more pressing game matters to worry about. The random item tables at the end of this volume contain most, but not all, of the items listed in *The Magic Encyclopedia*. Items that are exceptionally rare or powerful, such as artifacts and relics, are not included in the tables. To randomly generate magical items, roll on Table 1 on page 152. This table directs you to

one of the specific categories in tables A through S. (Note that these tables function differently than the tables in the DUNGEON MASTER Guide. All of these tables work using d100 (percentile) die rolls.)

Once the general category is determined, the Dungeon Master can choose a specific item from the tables in that category. Please note that each item is given a die roll number so that the Dungeon Master can select items randomly if he or she chooses. Some magic item categories have a preliminary table that sends the Dungeon Master to one more table within the category in order to select the magical item randomly. All categories that have more than 100 separate entries have multiple tables, since it is impossible to randomly choose from more than 100 items with a single percentile die roll.

Here is an example of how to use the tables:

On Table 1 on page 152, an 82 is rolled on percentile dice, leading to *Table S: Weapons*. The Weapons table on page 160, and has a long preliminary table. Rolling percentile again results in a 68. This leads to *Table S22: Swords (1-L)*. If a 52 is rolled on Table S22, a *Defender +5 sword* is discovered.

Editor's Notes

Since 1974, TSR's policies and the talents of its staff and freelance authors have matured significantly. Many of the items listed in both volumes of the *Magic Encyclopedia* contain references that would not be considered acceptable by the standards we set today. References to items, however, are included for the sake of completeness.

Likewise, TSR, Inc. has produced many products under license over the years. While no licensed material is included within these pages, these licensed products do appear in the products list to make it complete.

Product List

AMAZxxx	AMAZING® Stories #xxx		1080	1992 Fantasy Collector Cards Factory Set
DCADxx	Comic, AD&D® #xx		1082	Wrath of the Immortals
DCDLxx	Comic, DRAGONLANCE™ #xx		1083	Menzoberranzan
DCFRxx	Comic, FORGOTTEN REALMS™ #xx		1432	DRAGONQUEST® 3rd Edition RPG
DCGRxx	Comic, GAMMARAUDERS™ #xx		2002	Original D&D® Three Volume Boxed Set
DCSJxx	Comic, SPELLJAMMER™ #xx		2003	D&D® Supplement I: Greyhawk
DRAGxxx	DRAGON® Magazine #xxx		2004	D&D® Supplement II: Blackmoor
DUNGxxx	DUNGEON® Magazine #xxx		2005	D&D® Supplement III: Eldritch Wizardry
IMAGxx	IMAGINE™ Magazine #xx		2006	D&D® Supplement IV: Gods, Demigods, Heroes
LC1	Gateway to RAVENS BLUFF™		2009	Monster Manual
MA1	Children of the Atom		2010	Player's Handbook
PANxx	Players Association Newsletter #xx		2011	Dungeon Master's Guide
POLYxxx	POLYHEDRON® Newszine #xxx		2012	FIEND FOLIO® Tome
R1	To the Aid of Falx		2013	DEITIES & DEMIGODS™ Cyclopedia
R2	Investigation of Hydel		2013	Legends & Lore
R4	Doc's Island		2016	Monster Manual II
RPGA1	Rahasia		2017	Unearthed Arcana
RPGA2	Black Opal Eye		2018	Oriental Adventures
RPGA3	Forgotten King		2019	Dungeoneer's Survival Guide
TS001	Operation: Sprechenhaltestelle		2020	Wilderness Survival Guide
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1012	D&D® Expert Box Set		2022	Manual of the Planes
1013	D&D® Companion Box Set		2023	GREYHAWK® Adventures
1015	WORLD OF GREYHAWK® Campaign Setting		2100	Dungeon Master's Guide 2nd Edition
1016	QUEST FOR THE DUNGEON MASTER™		2101	Player's Handbook 2nd Edition
1017	D&D® Immortal Box Set	MC01	2102	Monstrous Compendium Volume 1
1019	BATTLESYSTEM™ Combat Supplement	MC02	2103	Monstrous Compendium Volume 2
1021	D&D® Master Box Set	MC03	2104	Monstrous Compendium FORGOTTEN REALMS® Appendix
1031	FORGOTTEN REALMS® Campaign		2105	Monstrous Compendium DRAGONLANCE® Appendix
1032	Kara-Tur, The Eastern Realms	MC04	2106	FORGOTTEN REALMS® Adventures
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1045	DUNGEON!® Board Game	PHBR1	2110	Complete Fighter's Handbook
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1059	FANTASY FOREST® Game		2122	Monstrous Compendium RAVENLOFT® Appendix
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1062	1991 Fantasy Collector Cards Set 1, TSR	DMGR3	2124	Complete Dwarves' Handbook
1063	1991 Fantasy Collector Cards Set 2, TSR	PHBR6	2125	Monstrous Compendium FORGOTTEN REALMS® Appendix
1064	GREYHAWK® From the Ashes	MC11	2126	AL-QADIM™ Arabian Adventures
1065	SPELLJAMMER® Legend of the Spelljammer		2127	Complete Bard's Handbook
1066	Maztica Campaign		2128	Monster Mythology
1068	Greyhawk Wars	PHBR7	2129	Monstrous Compendium AL-QADIM™ Appendix
1069	AD&D® Trivia Game	DMGR4	2130	Complete Spacefarer's Handbook
1070	DUNGEONS & DRAGONS® Game	MC13	2131	Complete Elves' Handbook
1071	D&D® Rules Cyclopedia	CGR1	2132	Monstrous Compendium FIEND FOLIO® Appendix
1072	SPELLJAMMER® War Captain's Companion	PHBR8	2400	DARK SUN™ Campaign Set
1073	Dragon's Den Adventure Pack	MC14	2401	Freedom
1074	DRAGONLANCE® Tales of the Lance		2404	Slave Tribes
1075	1992 Fantasy Collector Cards Set 1, TSR®	DS1	2405	Monstrous Compendium DARK SUN™ Appendix
1076	Goblin's Lair Adventure Pack	DSR1	2406	Road to Urik
1077	AL-QADIM™ Land of Fate	MC12	2407	Dune Trader
1078	1992 Fantasy Collector Cards Set 2, TSR®	DSQ1		
1079	RAVENLOFT® Forbidden Lore	DSR2		

	2408	DARK SUN™ Dragon Kings	MU3	6883	MARVEL UNIVERSE™ Volume 3
DSQ2	2410	Arcane Shadows	MU4	6884	MARVEL UNIVERSE™ Volume 4
DSR3	2411	Veiled Alliance	MT1	6885	All This and World War II
DSQ3	2412	Astician Gambit	MT2	6886	Weird, Weird West
DSR4	2413	Valley of Dust and Fire	MU5	6887	MARVEL UNIVERSE™ 1989 Updates
	3002	GAMMA WORLD® 1st Edition RPG	MX4	6888	Flames of Doom
	3562	XXVc™ RPG	MA4	6889	FANTASTIC FOUR™ Compendium
XXVCA1	3563	BUCK ROGERS® in the 25th Century	MT3	6891	Revenge of Kang
XXVCR1	3565	Mars in the 25th Century	MLA1	6892	After Midnight
XXVCA2	3566	NEO in the 25th Century	MLBA1	6893	Mutating Mutants
XXVCR2	3567	Earth in the 25th Century	MU6	6894	MARVEL UNIVERSE™ 1990 Updates
XXVCS1	3569	Deimos Mandate (Labeled XXVCA3)	MLA2	6895	Night Moves
XXVCREF1	3570	XXVc™ Character Record Sheets		6896	Uncanny X-MEN™ Special Campaign Set
XXVCS2	3571	Sargasso of Space	MLA3	6897	Night Life
XXVCR3	3572	Inner Worlds	MSL1	6899	X-Terminate
XXVCS3	3573	A Matter of Gravitol		6900	MARVEL SUPER HEROES™ Revised Basic
XXVCR6	3574	No Humans Allowed	MSL2	6901	Warlord of Baluur
XXVCR4	3575	Luna	MSL3	6902	Spore of Arthros
XXVCS4	3578	Phases of the Moon	MU7	6903	MARVEL UNIVERSE™ 1991 Updates
XXVCR5	3579	Belt	MSL4	6904	Stygian Knight
PBM1	3580	Conquest of the 25th Century		6905	Lands of DR. DOOM™
XXVCR7	3582	Hardware	MHR1	6905	X-Forces: The Mutant Update
	6002	Chainmail	MHR2	6907	The SPIDER MAN™ Dossier
GWAC1	6501	GAMMA WORLD® Referee's Screen	MHR3	6908	Go West: The AVENGERS™ Archives
GWAC1	6502	GAMMA WORLD® Referee's Screen	MU8	6909	MARVEL UNIVERSE™ 1992 Updates
	6570	INDIANA JONES™ Role-Playing Game		7005	BOOT HILL® 1st Edition RPG
BHAC1	6701	BOOT HILL® Referee's Screen		7005	BOOT HILL® 3rd Edition RPG
IJ2	6751	Raiders of the Lost Ark		7007	STAR FRONTIERS® RPG
IJ1	6752	Indiana Jones and the Temple of Doom		7008	DAWN PATROL® RPG
IJ3	6753	Crystal Death		7009	GANGBUSTERS™ RPG
IJAC1	6754	Indiana Jones Judges Survival Guide		7010	GAMMA WORLD® 2nd Edition RPG
IJ4	6755	Golden Goddess		7010	GAMMA WORLD® 3rd Edition RPG
IJ5	6756	Nepal Nightmare		7011	STAR FRONTIERS® Knight Hawks
IJ6	6757	Fourth Nail		7014	CONAN® RPG
SFAC2	6801	STAR FRONTIERS® Referee's Screen		7015	GAMMARAUDERS™ Game
	6850	MARVEL SUPER HEROES™ Basic Set		7016	Revenge of the Factoids
MH1	6851	Breeder Bombs	TS007	7071	TOP SECRET® Companion
MHAC1	6852	MARVEL SUPER HEROES™ Judge's Screen	CN1	7401	CONAN® The Buccaneer
MH2	6853	Time Trap	CN2	7402	CONAN® The Mercenary
MHAC2	6854	AVENGERS™ Assembled!	CN3	7403	CONAN® Triumphant
MH3	6855	Murderworld!	GW02	7502	Famine in Far-Go
MHAC3	6856	Adventure Fold-Up Figures	GW01	7503	Legion of Gold
MH5	6857	Cat's-Paw	GW03	7504	The Cleansing War of Garik Blackhand
MHAC4	6858	Pit of the Viper	GW04	7505	Mind Masters
MH4	6859	Lone Wolves	GWAC2	7507	GAMMA WORLD® PC Record Sheets
MHSP1	6860	Secret Wars	GW06	7509	Alpha Factor
MHAC5	6861	Project: Wideawake	GW07	7510	Beta Principle
MH6	6862	Thunder over Jotunheim	GW08	7511	Gamma Base
MHAC6	6863	New York, New York	GW09	7512	Delta Fragment
MH7	6864	Last Resort	GW10	7513	Epsilon Cyborgs
MH8	6866	Fault Line		7514	GAMMA WORLD® 4th Edition RPG
MH9	6867	Gates of What If?		7515	GAMMA WORLD® Gamma Knights
MHAC8	6868	Weapons Locker	GWQ1	7516	Mutant Master
MHSP2	6869	Secret Wars II	TS002	7601	Operation: Rapidstrike!
MHAC9	6870	Realms of Magic	TS003	7602	Lady in Distress
	6871	MARVEL SUPER HEROES™ Advanced Set	TS004	7603	Operation: Fastpass
MX1	6873	Nightmares of Futures Past	TS005	7604	Oriental Express
MA2	6874	AVENGERS™ Coast to Coast	TS006	7605	Ace of Clubs
MX2	6875	X-Potential	TS008	7610	Operation: Seventh Seal
MA3	6876	Ultimate Powers Book		7620	TOP SECRET/S.I.™ RPG
MX3	6877	Reap the Whirlwind	TSAC1	7623	G4 File
MU1	6878	MARVEL UNIVERSE™ Volume 1	TSAC2	7623	AGENT 13™ Source Book
ME1	6879	Cosmos Cubed	TS1	7624	Operation: Starfire
ME3	6880	Ragnarok and Roll	TSAC3	7626	Covert Operations Source Book
MU2	6881	MARVEL UNIVERSE™ Volume 2	TS2	7627	Doomsday Drop
ME2	6882	Left Hand of Eternity		7628	High Stakes Gamble

TSAC4	7629	F.R.E.E. Lancers	D1	9019	Descent into the Depths of the Earth
TS3	7630	Orion Rising	D2	9020	Shrine of the Kuo-Tba
TSAC5	7631	Commando	D3	9021	Vault of the Drow
TSAC6	7632	Covert Operations Source Book Vol-2	S1	9022	Tomb of Horrors
TS4	7633	Commando Brushfire Wars	B01	9023	In Search of the Unknown
TSE1	7634	Web of Deceit	REF1	9024	AD&D® Dungeon Master's Screen
TSAC7	7635	F.R.E.E. America		9025	WORLD OF GREYHAWK® Folio
TSE2	7636	Sting of the Spider	T1	9026	Village of Hommlet
TSE3	7637	Web Wars	S2	9027	White Plume Mountain
TSA1	7638	Web	AD&D		
TSA2	7640	Final Weapon	GAME 2	9028	AD&D® Player Character Record Sheets
BH1	7701	Mad Mesa	REF2	9028	AD&D® Player Character Record Sheets
BH2	7702	Lost Conquistador Mine		9029	Permanent PC Folder & Adventure Records
BH3	7703	Ballots & Bullets		9030	Non-Player Character Records
BH4	7704	Burned Bush Wells		9031	Rogues Gallery
BH5	7705	Range War!	C1	9032	Hidden Shrine of Tamoachan
SFAC1	7800	STAR FRONTIERS® Character Record Sheets	S3	9033	Expedition to the Barrier Peaks
SF1	7801	Voltumnus, Planet of Mystery	B02	9034	Keep of the Borderlands
SF2	7802	Starspawn of Voltumnus	Q1	9035	Queen of the Demonweb Pits
SF3	7803	Sundown on Starmist	AC05	9037	D&D® Player Character Record Sheets
SFKH1	7805	Dramune Run	AC06	9037	D&D® Player Character Record Sheets
SFKH2	7808	Mutiny on the Eleanor Moraes	C2	9038	Ghost Tower of Inverness
SF4	7809	Mission to Alcazzar	A1	9039	Slave Pits of the Undercity
SFKH3	7810	Face of the Enemy	A2	9040	Secret of the Slavers Stockade
SFKH4	7812	War Machine	A3	9041	Assault on the Aerie of the Slave Lords
SF2001	7815	2001 A Space Odyssey	A4	9042	In the Dungeons of the Slave Lords
SF2010	7816	2010 Odyssey Two	X01	9043	Isle of Dread
SFAD5	7817	Bugs in the System	B03	9044	Palace of the Silver Princess
SFAD6	7818	Dark Side of the Moon	L1	9045	Secret of Bone Hill
SFAC3	7819	Zebulon's Guide to Frontier Space	I01	9046	Dwellers of the Forbidden City
GB1	7901	Trouble Brewing		9047	Monster and Treasure Assortment
GB2	7902	Murder in Harmony		9048	Dungeon Geomorphs
GB3	7903	Death on the Docks	B04	9049	Lost City
GB4	7904	Vanishing Investigator	O1	9050	Gem and the Staff
GB5	7906	Death in Spades	X02	9051	Castle Amber
	8004	DRAGON DICE® Percentage Generator	I03	9052	Pharaoh
	8006	AD&D® Adventure Gaming Dice	I04	9053	Oasis of the White Palm
	8050	LAZER TAG™ Official Game Handbook	I05	9054	Lost Tomb of Martek
	8053	LAZER TAG™ Tournament Book	I02	9055	Tomb of the Lizard King
	8118	SNARFQUEST™ The Book	X03	9056	Curse of Xanathon
	8230	Final Bug	L2	9057	Assassin's Knot
	8420	Faerie Mound of Dragonkind Solo Quest	G123	9058	Against the Giants
	8421	Gnomes-100, Dragons-0	D1:2	9059	Descent into the Depths of the Earth
	8422	Knight of the Living Dead	MSOLO2	9060	Maze of the Riddling Minotaur
	8430	DRAGONLANCE® Saga Graphic Novel Book 2	S4	9061	Lost Caverns of Tsojcanth
	8431	Midnight Avenger	U1	9062	Sinister Secret of Saltmarsh
	8432	DRAGONLANCE® Saga Graphic Novel Book 3	N1	9063	Against the Cult of the Reptile God
	8433	Acolytes of Darkness	U2	9064	Danger at Dunwater
	8434	DRAGONLANCE® Saga Graphic Novel Book 4	WG04	9065	Forgotten Temple of Tharizdun
	8442	Atlas of the FORGOTTEN REALMS® World	UK1	9066	Beyond of Crystal Cave
	8443	Art of the AD&D® Fantasy Game	MSOLO1	9067	Blizzard Pass
	8444	Art of the DRAGON® Magazine	X04	9068	Master of the Desert Nomads
	8445	DRAGONLANCE® Saga Graphic Novel Book 1	X05	9069	Temple of Death
	8446	Leaves from the Inn of the Last Home	EX1	9072	Dungeonland
	8448	Atlas of the DRAGONLANCE® World	EX2	9073	Land Beyond the Magic Mirror
	8887	Calendar, 1987, DRAGONLANCE®	I06	9075	Ravenloft
	8888	Calendar, 1988, DRAGONLANCE®	U3	9076	Final Enemy
	8889	Calendar, 1989, FORGOTTEN REALMS®	B05	9078	Horror on the Hill
	8890	Calendar, 1990, FORGOTTEN REALMS®	X07	9079	War Rafts of Kron
	8891	Calendar, 1991, DRAGONLANCE®	X06	9081	Quagmire!
	8892	Calendar, 1992, DRAGONLANCE®	XSOLO	9082	Lathan's Gold
	8893	Calendar, 1993, DRAGONLANCE®	N2	9084	Forest Oracle
	8893	Calendar, 1993, Women of Fantasy	B06	9086	Veiled Society
G1	9016	Steading of the Hill Giant Chief	BSOLO	9097	Ghost of Lion Castle
G2	9017	Glacial Rift of the Frost Giant Jarl	AC02	9099	Combat Shield and Mini-Adventure
G3	9018	Hall of the Fire Giant King	AC01	9100	Shady Dragon Inn

UK2	9101	Sentinel	DA2	9175	Temple of the Frog
MV1	9104	Midnight on Dagger Alley	DL13	9176	Dragons of Truth
B08	9106	Journey to the Rock	REF3	9177	Book of Lairs
C4	9107	To Find a King	I09	9178	Day of Al'Akbar
O2	9108	Blade of Vengeance	GDQ	9179	Queen of the Spiders
C5	9109	Bane of Llywelyn	DL14	9180	Dragons of Triumph
C3	9110	Lost Island of Castanamir	I10	9181	Ravenloft II
UK3	9111	Gauntlet	RS1	9183	RED SONJA® Unconquered
WG05	9112	Mordenkainen's Fantastic Adventure	N4	9185	Treasure Hunt
XL1	9114	Quest for the Heartstone	OA2	9186	Night of the Seven Swords
B07	9115	Rahasia	I11	9187	Needle
AC04	9116	Book of Marvelous Magic	X12	9188	Skarda's Mirror
CM1	9117	Test of the Warlords	IM2	9189	Wrath of Olympus
CM2	9118	Death's Ride	B1:9	9190	In Search of Adventure
CM3	9119	Sabre River	DA3	9191	City of the Gods
UK4	9120	When a Star Falls	CM8	9192	Endless Stair
AC03	9121	Kidnapping of Princess Arelina	GAZ01	9193	Grand Duchy of Karmeikos
H1	9122	Bloodstone Pass	GAZ02	9194	Emirates of Ylaruam
CB1	9123	CONAN® Unchained!	OA3	9195	Ochimo the Spirit Warrior
CB2	9124	CONAN® Against Darkness!	REF4	9198	Book of Lairs II
UK5	9125	Eye of the Serpent	I3:5	9199	Desert of Desolation
UK6	9126	All that Glitters...	H3	9200	Bloodstone Wars
X08	9127	Drums on Fire Mountain	I12	9201	Egg of the Phoenix
CM4	9128	Earthshaker!	I13	9202	Adventure Pack I
X09	9129	Savage Coast	OA4	9203	Blood of the Yakuza
DL01	9130	Dragons of Despair	M4	9204	Five Coins for a Kingdom
DL03	9131	Dragons of Hope	DA4	9205	Duchy of Ten
DL02	9132	Dragons of Flame	C6	9206	Official RPGA® Tournament Handbook
DL12	9133	Dragons of Faith	IM3	9207	Best of Intentions
DL05	9135	Dragons of Mystery	GAZ03	9208	Principalities of Glantri
DL07	9136	Dragons of Light	S1:4	9209	Realms of Horror
DL09	9137	Dragons of Deceit	CM9	9210	Legacy of Blood
DL04	9139	Dragons of Desolation	AC10	9211	Bestiary of Dragons and Giants
DL06	9140	Dragons of Ice	N5	9212	Under Illefarn
DL08	9141	Dragons of War	M5	9214	Talons of Night
DL10	9142	Dragons of Dreams	GAZ04	9215	Kingdom of Ierendi
B09	9143	Castle Caldwell & Beyond	FR02	9217	Moonshae
DL11	9144	Dragons of Glory	X13	9218	Crown of Ancient Glory
AC08	9145	Revenge of Rusak (Labeled AC03)	AC11	9220	Book of Wondrous Inventions
REF1	9146	AD&D® Dungeon Master's Screen	DQ1	9221	Shattered Statue
T1:4	9147	Temple of Elemental Evil	WG07	9222	Castle Greyhawk
M2	9148	Vengeance of Alphaks	GAZ05	9223	Elves of Alfheim
B10	9149	Night's Dark Terror	FR03	9224	Empires of the Sands
CA1	9150	Swords of the Undercity	OP1	9225	Tales of the Outer Planes
UK7	9151	Dark Clouds Gather	I14	9226	Swords of the Iron Legion
I07	9152	Baltron's Beacon	GAZ06	9227	Dwarves of Rockhome
WG06	9153	Isle of the Ape	H4	9228	Throne of Bloodstone
CM5	9154	Mystery of the Snow Pearls	FR04	9229	Magister
AC07	9156	Master Player Screen	GAZ07	9230	Northern Reaches
XS2	9157	Thunderdome Mountain	DL15	9231	Mists of Krynn
CM6	9158	Where Chaos Reigns	GAZ08	9232	Five Shires
M1	9159	Into the Maelstrom	FR05	9233	Savage Frontier
X10	9160	Red Arrow, Black Shield		9234	Dungeon Master's Design Kit
	9162	LANKHMAR™ City of Adventure	FR06	9235	Dreams of the Red Wizards
N3	9163	Destiny of Kings	GAZ09	9236	Minrothad Guilds
OA1	9164	Swords of the Daimyo	DL16	9237	World of Krynn
X11	9165	Saga of the Shadow Lord	FRC1	9238	Ruins of Adventure
CM7	9166	Tree of Life	FRC2	9239	Curse of the Azure Bonds
A1:4	9167	Scourge of the Slave Lords	REF5	9240	Lords of Darkness
H2	9168	Mines of Bloodstone	GAZ10	9241	Orcs of Thar
I08	9169	Ravager of Time	OA5	9242	Mad Monkey vs. the Dragon Claw
CA2	9170	Swords of Deceit	DLE1	9243	In Search of Dragons
IM1	9171	Immortal Storm	DLE2	9244	Dragon Magic
DA1	9172	Adventures in Blackmoor	GAZ12	9246	Golden Khan of Ethengar
AC09	9173	Creature Catalogue	FRE1	9247	Shadowdale
M3	9174	Twilight Calling	FRE2	9248	Tantras

FRE3	9249	Waterdeep	RA2	9321	Ship of Horrors
GAZ11	9250	Republic of Darokin	HR1	9322	Vikings Campaign Source Book
WG09	9251	Gargoyle	HR2	9323	Charlemagne's Paladins Campaign Source Book
FR07	9252	Hall of Heroes	FR12	9324	Horde Campaign
WG08	9253	Fate of Istus	SJA4	9325	Under the Dark Fist
PC1	9254	Tall Tales of the Wee Folk	FOR2	9326	Drow of the Underdark
PC2	9255	Top Ballista	DLS3	9327	Oak Lords
OA6	9257	Ronin Challenge	SJR4	9328	Practical Planetology
OA7	9258	Test of the Samurai	LNR2	9329	Tales of Lankhmar
B11	9260	King's Festival	HHQ1	9330	Fighter's Challenge
B12	9261	Queen's Harvest	RR1	9331	Darklords
FR08	9262	Cities of Mystery	HWR1	9332	Sons of Azca
REF1	9263	AD&D® DUNGEON MASTER™ Screen	FMA1	9333	Fires of Zatal
REF2	9264	AD&D® Character Record Sheets	DLS4	9334	Wild Elves
WG10	9265	Child's Play		9335	BATTLESYSTEM™ Skirmishes
FR09	9267	Bloodstone Lands	RR2	9336	Book of Crypts
WG11	9269	Puppets	WGS2	9337	Howl From the North
WG12	9270	Vale of the Mage	RA3	9338	Touch of Death
DDA3	9271	Eye of Traldar	HWR2	9339	Kingdom of Nithia
DDA4	9272	Dymrak Dread	FMA2	9340	Endless Armies
SJA1	9273	Wildspace	FA2	9341	Nightmare Keep
FR10	9274	Old Empires		9342	Quest for the Silver Sword
DLA1	9275	Dragon Dawn	SJS1	9343	Goblin's Return
LNA1	9276	Thieves of Lankhmar	DLR2	9344	Minotaurs
PC3	9277	Sea People	RR3	9345	Van Richten's Guide to Vampires
DLR1	9278	Otherlands	FOR3	9346	Pirates of the Fallen Stars
WGA1	9279	Falcon's Revenge	SJQ1	9347	Heart of the Enemy
SJR1	9280	Lost Ships	RR4	9348	Islands of Terror
FRA1	9281	Storm Riders	FMQ1	9349	City of Gold
LC2	9282	Inside RAVENS BLUFF™		9350	Assault on Raven's Ruin
DDA1	9284	Arena of Thyatis	FR14	9351	Great Glacier
DLA2	9285	Dragon Knight	RQ1	9352	Night of the Walking Dead
SJA2	9286	Skull & Crossbows	GR1	9353	Strongholds
GAZ13	9287	Shadow Elves	FRQ1	9354	Haunted Halls of Eveningstar
WGA2	9289	Falconmaster	RR5	9355	Van Richten's Guide to Ghosts
FRA2	9290	Black Courser	CR1	9356	Wizard Spell Cards
DLC1	9291	DRAGONLANCE® Classics Volume One		9357	Thunder Rift
WGR1	9292	Greyhawk Ruins		9358	Aurora's Whole Realms Catalog
MAGIC1	9293	Magic Encyclopedia Volume One	HHQ2	9359	Wizard's Challenge
DLA3	9294	Dragon's Rest	WGR2	9360	Treasures of Greyhawk
LNR1	9295	Wonders of Lankhmar	SJR5	9361	Rock of Bral
DDA2	9296	Legions of Thyatis	CR2	9362	Priest Spell Cards
FOR1	9297	Draconomicon		9363	D&D® Character and Monster Assortment Pack
RA1	9298	Fest of Golbysn	RQ2	9364	Thoughts of Darkness
SJA3	9299	Crystal Spheres	GR2	9365	Dungeons of Mystery
FR11	9300	Dwarves Deep	ALQ1	9366	Golden Voyages
FA1	9301	Halls of the High King	PC4	9368	Night Howlers
WGA3	9302	Flames of the Falcon	FRQ2	9369	Hordes of Dragonspear
HWA1	9303	Nightwail	HR4	9370	Mighty Fortress Campaign Source Book
FRA3	9304	Blood Charge	LNQ1	9371	Slayers of Lankhmar
LNA2	9305	Nehwon	AC1010	9372	Poor Wizard's Almanac
GAZ14	9306	Atruaghin Clans	FR15	9373	Gold and Glory
FROA1	9307	Ninja Wars	SJR6	9374	Greyspace
DDREF1	9308	D&D® Character Record Sheets	RQ3	9375	From the Shadows
WGA4	9309	Vecna Lives!	HR3	9376	Celts Campaign Source Book
HWA2	9310	Nightrage	GR3	9377	Treasure Maps
HWA3	9311	Nightstorm	HWQ1	9378	Milenian Scepter
SJR2	9312	Realmspace		9379	Volo's Guide to Waterdeep
SJR3	9313	SPELLJAMMER® DUNGEON MASTER Screen	REF6	9380	Rogue's Gallery
DLS1	9314	New Beginnings	DLQ1	9381	Knight's Sword
LC4	9315	Port of Ravens Bluff	DLQ2	9382	Flint's Axe
LC3	9316	Nightwatch in the Living City	DLR3	9383	Unsung Heroes
WGS1	9317	Five Shall Be One	HWR3	9384	Milenian Empire
LNA3	9318	Prince of Lankhmar	WGQ1	9385	Patriots of Ulek
DLS2	9319	Tree Lords	WGR3	9386	Rary the Traitor
FR13	9320	Anauroch		9387	Sword and Shield

Name EP Cost Book/Page

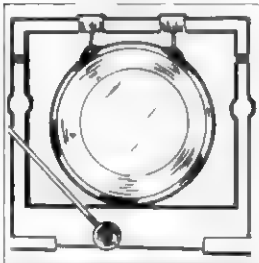
Goggles



Goggles are large spectacles that wrap tightly against the head. They completely enclose the eye, protecting it from wind, insects and other airborne or flying hazards. Goggles can be fitted with convex or concave lenses, allowing nearsighted or farsighted wearers to see clearly. Generally, the lenses are made from glass and the wrap is cut from leather or stout cloth. Magical goggles are enchanted so that anyone with a human-like skull, overall size notwithstanding, can wear the goggles. If required to make an item saving throw, goggles are treated as glass or leather, whichever is worse.

Goggle, Darkness	30	200	1072b-39
Goggle, Troppenribb's	500	2,500	PC2-40

Gong



A gong is a large, thin, circular metal percussion instrument. When struck with a blunt instrument, it emits a sound much like that of a cymbal, but deeper, louder, and longer lasting. A gong must hang freely to produce its clamor and usually has one or more holes, either along the rim or in the center, where thongs or rope can be attached. Gongs save as metal.

Gong, Butler Summoning	200	1,000	AC04-037
Gong, Chain	500	2,500	AC04-037
Gong, Dispelling	1,500	7,500	2018-134
Gong, Earthquakes	10,000	100,000	AC04-037
Gong, Fishing	300	1,500	AC04-037
Gong, Kicking	1,000	5,000	AC04-037
Gong, Stunning	700	3,500	AC04-037
Gong, Summoning	1,500	7,500	AC04-037
Gong, Whirlwinds	2,000	10,000	AC04-037

Goose



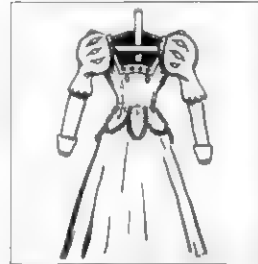
This construct is four feet tall and weighs about 200 pounds. It is built of some strange black metal. During the day it is completely immobile. At sunset, it whirs to "life" and begins patrolling the outskirts of a camp, house, or other dwelling or area less than 10,000 square feet, as directed by its owner. If it comes across someone within the area while patrolling it begins clacking and squawking at the top of its mechanical voice. Its statistics are MV 15, AC 0, hp

40, THAC0 13. It attacks once per round with its beak for 2d4 points of damage.

Goose, Ipsissimo's Black	8,000	40,000	DRAG178-19
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Name EP Cost Book/Page

Gown



A gown is a loose, flowing outer garment worn by women. These dresses are generally very expensive and highly decorative. Gowns intended to be worn during important events are elaborately made, dyed with fine colors, and ornamented with flowers, feathers, and hand-crafted trinkets.

Gown, Loriell's	600	3,000	POLY019-30
Gown, Protection +1	1,000	10,000	new item
Gown, Protection +2	2,000	20,000	new item

Grail



The *Holy Grail* is a large chalice that appears to be made of pure gold, though in reality it is crafted from wood. To see the *Holy Grail*, a character must be lawful good and above evil temptations. When a worthy knight drinks from the *Grail*, he activates its magical powers. The chalice has the following abilities which it exercises as the need arises: *create food and water* (for all who see it), *heal, neutralize poison, remove curse* (for all who can see it), and *plant growth*

(over any barren area to which it is taken).

Grail, Holy	Relic	P	2108-032
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Grain



Grains of discomfort are usually found in pouches and should always be handled with gloves. If a handful of this substance is hurled at an opponent (treat as a thrown weapon) and makes contact, the grains work their way to the skin and renders the victim incapable of action within 1d4 turns until all clothing is removed and shaken out.

Grain, Discomfort	600	3,000	POLY043-22
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Grappling Iron



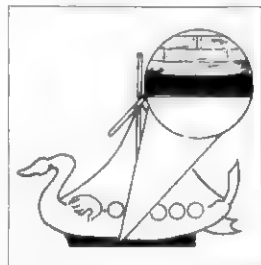
A grappling iron is a hook used to secure a rope for climbing. It normally has two, three, or four curved tines that radiate from a central shank. Deluxe grappling irons with folding tines sometimes are available. These irons can be folded flat for easy carrying. Such an iron costs twice the price of an ordinary grappling iron.

Grappling Iron, Enchanted	1,200	3,600	LNA1-67
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Name EP Cost Book/Page

Gravitic Stabilizer

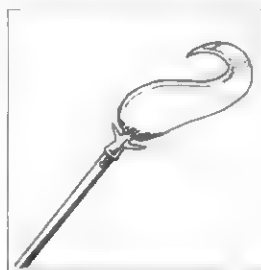
This one-ton object looks like a standard keel mount for a 10-ton spelljammer. Originally designed for the *Yacht*, it has appeared in a few other 10-ton ships as well (it cannot be used on larger ships). The gravitic stabilizer rotates the ship to automatically realign with the greater mass whenever the ship is subjected to the effects of another gravity plane—entering a large object's gravity well can be catastrophic otherwise.



Gravitic Stabilizer — 500,000 1072a-79

Guisarme

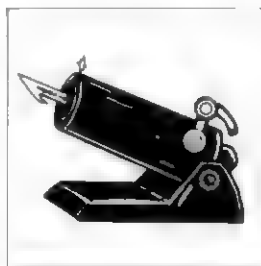
Also called the gisarme or the giserne, the guisarme is a pole arm with an elaborately curved or hooked blade, much like a farmer's pruning hook. Thrusting spikes are often attached to the top of the weapon's shaft. The hook in the blade sometimes can be used to snag mounted opponents and pull them from their seats



Guisarme +1	500	3,000	2101-74
Guisarme +2	1,000	6,000	2101-74
Guisarme +3	1,500	9,000	2101-74
Guisarme +4	2,000	12,000	2101-74
Guisarme +5	2,500	15,000	2101-74

Gun

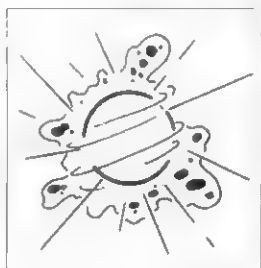
This 500-lb harpoon gun is a powerful weapon, but it is impossible to predict when it will go off. The weapon resembles a cannon mounted on a platform. Once loaded, it fires in 1d6 rounds. Until it fires, a character must constantly aim it or it automatically misses its target. The harpoon fires a single 10'-long steel bolt for 3d20 hp of damage at a range of 300'.



Gun, Harpoon, Steamsticker 1,000 10,000 DUNG022-43

Gyregam

The origin of these rare devices is now forgotten, but they were plentiful at one time. Gyregams are fist-sized spheres of a silvery, mirror-smooth nonferrous metal. When a command word is spoken, the gyregam begins spinning and hangs in midair wherever it is released. Thereafter, other commands will invoke its various powers.



Gyregam, Fire 900 9,500 FR04-40

Name EP Cost Book/Page

Halberd

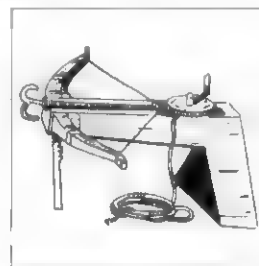
The halberd is one of the most effective and often used polearms. The weapon consists of a cleaver like axe blade mounted on a staff six or more feet long. The axe blade is balanced at the rear with a fluke or hook for dismounting horsemen and surmounted by a sharp spike. The axe blade also is angled to give the wielder maximum impact when chopping at foes.



Halberd +1	1,000	10,000	new item
Halberd +2	1,500	15,000	new item
Halberd +3	2,000	20,000	new item
Halberd +4	2,500	25,000	new item
Halberd +5	3,000	30,000	new item
Halberd, Cursed -1	—	1,000	new item
Halberd, Cursed -2	—	2,000	new item
Halberd, Gold +4	4,000	40,000	2006-32

Halting Device

This device can be fastened to most mobile inventions. It is used for emergency stops. It consists of a crossbow shooting a grappling hook fitted with a rope. The other end of the rope is fastened to the vehicle. The device also can be used as a simple grappling hook shooter. It has a range of 60' and costs 250 gp. It weighs 5 pounds.



Halting Device, Emergency — 250 AC11-091

Hammer

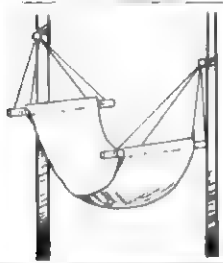
The term "hammer" describes several different types of weapons, including lucerne hammers (a type of pole arm), and warhammers. The warhammer takes its basic structure from the standard carpentry tool. The head is made of iron or steel, with a metal or wooden handle. Some hammers are fitted with a spike that can be used as a thrusting weapon that causes 1d3 points of damage.



Hammer +1	300	2,500	2011-42
Hammer +2	650	6,000	2011-125
Hammer +3	1,000	9,000	2011-125
Hammer +4	1,500	12,000	2011-125
Hammer +5	2,000	15,000	2011-125
Hammer, Air	800	18,000	FR11-43
Hammer, Avenging +2	800	4,000	FR02-62
Hammer, Basher	250	2,500	AC11-090
Hammer, Black +6	8,000	40,000	LC1-46
Hammer, Breathing	600	3,000	1013-58
Hammer, Charming	800	4,000	1013-58
Hammer, Deceiving	200	1,000	1013-58
Hammer, Defending	800	4,000	1013-58

Name	EP	Cost	Book/Page
Hammer, Deflecting	800	4,000	1013-58
Hammer, Draining	1,000	5,000	1013-58
Hammer, Dwarf Thrower +3	—	1,800	DRAG156-28
Hammer, Dwarven Thrower +3	1,500	15,000	2100-083
Hammer, Extinguishing	800	4,000	1013-58
Hammer, Finding	2,000	10,000	1013-58
Hammer, Flaming	1,200	6,000	1013-58
Hammer, Flying	1,000	5,000	1013-58
Hammer, Gesen	1,200	6,000	1055-CARD
Hammer, Havoc +3	1,000	10,000	POLY051-22
Hammer, Healing	3,000	15,000	1013-58
Hammer, Hiding	1,200	6,000	1013-58
Hammer, Holding	1,000	5,000	1013-58
Hammer, Kharas +2	1,000	5,000	2021-096
Hammer, Life	6,000	30,000	CM2-027
Hammer, Lighting	4,000	30,000	1013-58
Hammer, Mjolnir +5	Relic	P	2013-106
Hammer, Nailing	300	3,000	DRAG030-37
Hammer, Penetration	2,000	20,000	D RAG099-52
Hammer, Rune	2,500	25,000	FR11-45
Hammer, Silencing	800	3,800	1013-58
Hammer, Slowing	800	4,000	1013-58
Hammer, Speeding	750	3,500	1013-58
Hammer, Thunderbolts +2	2,500	25,000	DRAG062-66
Hammer, Thunderbolts +3	3,000	30,000	2100-083
Hammer, Translating	1,000	1,500	1013-58
Hammer, Vitroin +1	8,000	40,000	XS2-38
Hammer, Watching	1,000	2,000	1013-58
Hammer, Winged	2,400	24,000	FR11-45
Hammer, Wishing	1,200	12,000	1013-58

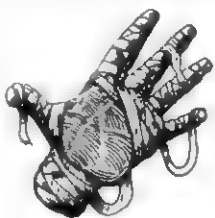
Hammock



A hammock is a hanging bed or couch that must be stretched between two sturdy objects. They are most often constructed of canvas, leather, netted cord, or rope. A hammock generally spreads around its occupant to securely hold him in place as he rests. The ties that hold the hammock above ground can easily be unfastened to move the hammock.

Hammock, Entrapment	—	1,000	AC04-038
Hammock, Layne's	1,000	5,000	POLY043-22
Hammock, Protection +1	2,000	10,000	AC04-038
Hammock, Protection +2	3,000	15,000	AC04-038
Hammock, Protection +3	4,000	20,000	AC04-038
Hammock, Protection +4	5,000	25,000	AC04-038
Hammock, Protection +5	6,000	30,000	AC04-038

Hand



The term "hand" describes a multitude of objects. Some magical hands actually are pairs of gloves; others are sets of extremely powerful gauntlets that cover the wearer's knuckles and the back of the hand. Other hands are relics (often evil) cleaved from the bodies of powerful villains, creatures, heroes, or effigies. See the item description for details. Wearable hands will fit any humanoid from pixie to storm giant size.

Name	EP	Cost	Book/Page
Hand, Black	4500	50,000	FA1-48
Hand, Enjoyment, Extendible	300	1,500	DRAG134-43
Hand, Harrowing	2,000	25,000	REF5-87
Hand, Holy of Bane	8,000	—	FA1-49
Hand, Remote Action	1,400	16,500	DRAG099-51
Hand, Vecna	Relic	60,000	WGA4-69
Hand, Wonderful	1,400	16,500	FR04-38

Handkerchief



Magical handkerchiefs are simple squares of silk cloth. Their power is activated when they are dropped, held to the nostrils, passed over the eyes, or pulled from the pocket. Often, a command word must be spoken as well. If the handkerchief is exposed to normal fire or magical fire, it saves at a +2 bonus.

Handkerchief, Flirting	400	4,000	AC04-038
Handkerchief, Length	600	6,000	AC04-038
Handkerchief, Sneezing	—	1,000	AC04-038

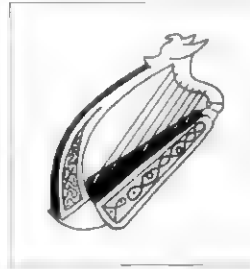
Harness



A harness is a combination of straps, bands, collars, and other components that attaches a draft animal to a cart, plow or other piece of equipment. A horse harness includes the crownpiece, front, blinker, cheek strap, noseband, bit, sidecheek, throatlatch, reins, hame, collar, martingale, hame tug, bellyband, saddle, terret, hip straps, breeching, trace, and crupple.

Harness, Seker	500	2,500	I4-32
Harness, Taming	600	3,000	DRAG073-39

Harp



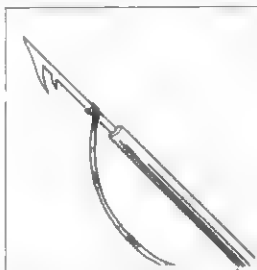
A harp is a musical instrument consisting of a three- or four-sided frame to which strings are attached. The harp is played by plucking or strumming the strings. Harps may be of nearly any size and material, from the 1'-square wooden type to the giant-sized triangular version, as much as 30' tall. All magical harps have command words; they can be played nonmagically, and must be both played and commanded for their magic to be activated.

Harp, Azlaer's	3,000	12,000	FR04-42
Harp, Broken	100	1,000	AC04-038
Harp, Charming	5,000	20,000	2100-170
Harp, Discord	—	1,500	2100-170
Harp, Dove's	500	2,500	FR04-43
Harp, Esheen's	5,000	25,000	FR04-43
Harp, Fingerbreaking	100	1,000	AC04-039
Harp, Gold	3,000	24,000	AC04-039

Name	EP	Cost	Book/Page
Harp, Hand	2,000	16,000	FA1-49
Harp, Janthra's	5,000	25,000	FR04-43
Harp, Marks	3,000	24,000	AC04-039
Harp, Methild's	4,000	20,000	FR04-43
Harp, Nithanalor's	2,500	12,500	FR04-43
Harp, Questing	1,000	10,000	AC04-039
Harp, Rhingalade's	2,000	12,000	FR04-44
Harp, Silence	2,500	25,000	AC04-039
Harp, Spirit Restoration	1,000	10,000	X13-61
Harp, Throbbing	1,500	7,500	AC04-039
Harp, Valard's	1,000	6,000	FR04-44
Harp, Zunzalor's	4,000	25,000	FR04-44

Harpoon

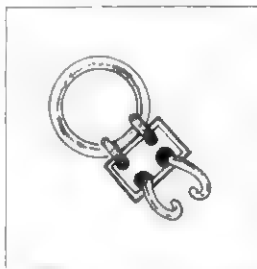
The harpoon is a hunting tool that in times of duress, may be used for defense. It was developed for hunting marine mammals and large fish. The first harpoons were merely pointed sticks. Later they became sticks with a head of horn or bone. The heads have hooks barbs added for increased damage and to hold the harpoon fast in the target beast's flesh.



Harpoon +1	300	1,500	1072-79
Harpoon +2	600	3,000	1072-79
Harpoon +3	900	4,500	1072-79
Harpoon +4	1,200	6,000	1072-79
Harpoon +5	1,500	7,500	1072-79
Harpoon, Exceptional Quality	1,200	6,000	LC4-36
Harpoon, Howling +3	1,000	5,000	DLR1-81

Hasp

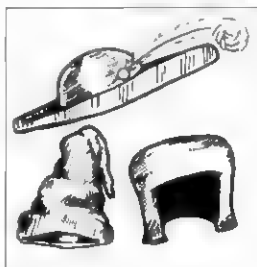
A hasp is a small, metallic object used as a clasp for a door or the lid of a chest to secure it shut. Usually brass, a hasp can often have a hoop that allows its user to secure it with a padlock, nail, or other appropriate device to hinder easy access. Hasps are very common on treasure chests, curio boxes, bedside strongboxes, coffers, and wardrobes.



Hasp, Locking	500	2,500	AC04-039
Hasp, Reloading	650	2,750	AC04-039

Hat

Magical hats actually can be any type of headgear: caps, helmets, or turbans, to name but a few. Enchanted hats magically shrink or expand fit any size head. To use a hat, the user must have a head of some sort. In this case a "head" is any appendage that houses organs for at least half of the standard senses



Name	EP	Cost	Book/Page
Hat, Cyclocone	300	15,000	2017-098
Hat, Difference	1,000	8,000	2017-100
Hat, Disguise	1,000	7,500	2100-170
Hat, Hairiness	500	3,500	AC04-039
Hat, Hairlessness	500	3,500	AC04-039
Hat, Headlessness	500	3,500	AC04-039
Hat, Stupidity	—	1,000	2100-171

Headband

Headbands are simple constructs that are wrapped around the forehead, and tied securely in the back or on the side of the head. They can be made from furs, cloth, carved from bone or ivory, or woven from plant fibers. Headbands usually are used for decorations, or to keep sweat and stray hair out of the wearer's eyes.



Headband, Corusk Mountains	1,800	18,000	2023-080
Headband, Jotems	800	4,500	2023-080
Headband, Protection +1	1,000	10,000	new item
Headband, Protection +2	2,000	20,000	new item

Heart

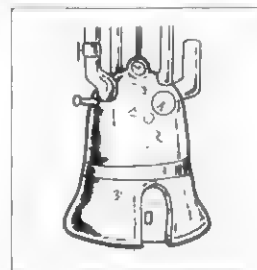
Customarily, a magical heart is a golden piece of jewelry, from a quarter inch to one inch across, but there are exceptions. A heart usually is mounted on a thin, decorative chain. It must be worn as a necklace, a charm bracelet, or as an anklet. The command word must be spoken by the wearer for the magical heart to take effect.



Heart, Beating	400	2,000	AC04-040
Heart, Chicken	200	1,000	AC04-040
Heart, Hearing	600	3,000	AC04-040
Heart, Iron	1,000	5,000	PHBR4-109
Heart, Lion	1,200	6,000	AC04-040
Heart, Royal	1,500	7,500	AC04-040
Heart, Stone	800	6,000	AC04-040

Heater

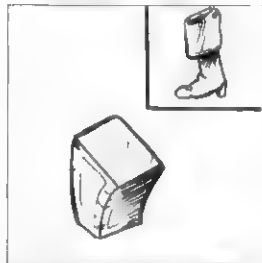
This invention looks like a large iron bell with metal pipes coming in and out on all sides. Runes are engraved all around the bell. A small door with a large padlock is visible at the bottom. On top of the whole are small tubes, whistles, gauges, and knobs. Once in a while, steam bellows out of one of the tubes, producing a loud whistling sound.



Heater, Vanserie's Wondrous Elemental	3,500	32,000	AC11-086
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Name EP Cost Book/Page

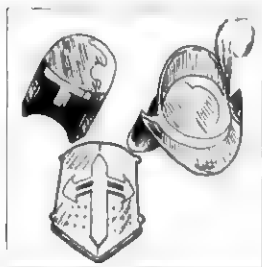
Heel



A heel is the thick part of the sole of a shoe or boot. A heel can improve the wearer's gait and increase daily movement. Larger heels give the wearer an increase in height and thus command more attention. Magical heels do not experience the normal wear and tear that standard heels do and thus never need to be replaced (unless their magic is destroyed.)

Heels, Reunion 1,000 5,000 POLYINT-27

Helm/Helmet

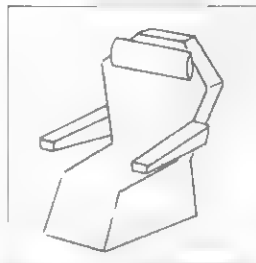


Helmets are part of a warrior's basic protection. Failure to use proper headgear leaves the character open to called shots by opponents or to other disadvantages at the DM's option. Most headgear must be removed when making rolls for hearing noise. Optionally, great helms and closed-face helmets, when worn with plate armor, grant a +2 bonus against breath weapons and spells that affect the eyes.

Helm +1	1,000	5,000	new item
Helm +2	2,000	10,000	new item
Helm +3	3,000	15,000	new item
Helm +4	4,000	20,000	new item
Helm +5	5,000	25,000	new item
Helm -1 (Cursed)	—	1,000	new item
Helm, Alignment Change	—	1,200	1011-42
Helm, Alignment Detection	1,400	7,000	POLY051-22
Helm, Blonding	500	2,500	DRAG030-37
Helm, Brilliance	2,500	60,000	2100-171
Helm, Brilliance 40 Watt	250	600	DRAG156-28
Helm, Chaos	1,000	5,000	2002b-37
Helm, Cirulon	2,000	10,000	DLE3-062
Helm, Comprehend Languages and Reading Magic	1,000	12,500	2100-171
Helm, Darkness	2,500	45,000	FR04-44
Helm, Dragon	2,000	25,000	DRAG086-28
Helm, Dread	1,000	5,000	2006-32
Helm, Forgetfulness	—	800	DRAG002-13
Helm, Golden, Jouahainen's	Relic	10,000	2006-37
Helm, Griffon Mane +1	2,500	45,000	2021-099
Helm, Harrow	1,500	15,000	DRAG091-59
Helm, Law	2,000	25,000	2002b-37
Helm, Opposite Alignment	—	1,000	2100-171
Helm of Reading	1,000	10,000	1071-240
Helm, Seabreathing	2,500	12,500	FR02-63
Helm, Shukenja	2,000	13,000	DRAG126-50
Helm, Subterranean Sagacity	1,000	10,000	DRAG068-27
Helm, Telepathy	3,000	35,000	210 0-171
Helm, Teleportation	2,500	30,000	2100-171
Helm, Terror	250	2,500	HR1-65
Helm, Underwater Action	1,000	10,000	2100-171
Helm, Underwater Vision	900	9,000	2003-24
Helm, Wyrms	4,000	40,000	IMAG029-36
Helmet, Liaison	—	10,000	1072a-81

Name EP Cost Book/Page

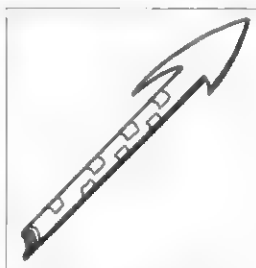
Helm, Spelljamming



The chief method for moving through space is *spelljamming*, a process that converts magical energy into motive force. Spelljamming helms are the easiest way to get a ship moving, but not the only one. Most helms and magical "engines" have a limitation of how large or how small a mass they can move. This, in turn, sets the limit on the size of most space vessels.

Helm, Spelljamming, Artificer	—	P	1049b-038
Helm, Spelljamming, Bardic	—	200,000	1072a-80
Helm, Spelljamming, Beacon	—	200,000	SJR1-76
Helm, Spelljamming, Bomb	—	50,000	SJR1-79
Helm, Spelljamming, Cloaking	—	350,000	DRAG159-16
Helm, Spelljamming, Crown of the Stars	—	P	1049-037
Helm, Spelljamming, Death	—	50,000	SJR1-78
Helm, Spelljamming, Forge	—	500,000	1049a-037
Helm, Spelljamming, Furnace	—	100,000	1049a-038
Helm, Spelljamming, Gnomish	—	50,000	1049a-037
Helm, Spelljamming, Grand	—	1 million	1072a-80
Helm, Spelljamming, Lifejammer	—	80,000	1049a-038
Helm, Spelljamming, Ki	—	P	1072a-80
Helm, Spelljamming, Major	—	100,000	1049a-034
Helm, Spelljamming, Minor	—	250,000	1049a-034
Helm, Spelljamming, Orbus	—	300,000	1049a-036
Helm, Spelljamming, Pool	—	500,000	1049a-036
Helm, Spelljamming, Pump	—	600,000	1072a-87
Helm, Spelljamming, Radiant	—	P	1072a-81
Helm, Spelljamming, Series	—	75,000	1049a-036
Helm, Spelljamming, Ultimate	—	500,000	1065a-28

Helmseeker



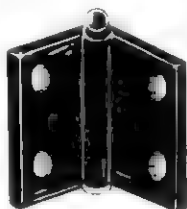
A *helmseeker* is a specially enchanted missile fired from a large, ship-mounted weapon. *Helmseekers* are unlike normal missiles in that they lock onto and move toward spelljamming ships. The missile moves at SR 6 and MC A, and moves exactly like a ship and in the missile movement phase of the combat round.

Helmseeker, Accelerator	100	1,000	1072a-81
Helmseeker, Ballista, Heavy	50	500	1072a-81
Helmseeker, Ballista, Light	25	250	1072a-81
Helmseeker, Ballista, Medium	38	375	1072a-81
Helmseeker, Bombard, Iron	90	900	1072a-81
Helmseeker, Bombard, Iron, Great	270	2700	1072a-81
Helmseeker, Bombard, Stone	60	600	1072a-81
Helmseeker, Bombard, Stone, Great	180	1,800	1072a-81
Helmseeker, Catapult, Heavy	60	600	1072a-81
Helmseeker, Catapult, Light	30	300	1072a-81
Helmseeker, Catapult, Medium	45	450	1072a-81
Helmseeker, Greek Fire	150	1,500	1072a-81
Helmseeker, Jettison, Heavy	70	700	1072a-81

Name	EP	Cost	Book/Page
Helmseeker, Jettison, Light	35	350	1072a-81
Helmseeker, Jettison, Medium	52	520	1072a-81

Hinge

Hinges are simple devices that allow doors to swing open while remaining attached to a supporting wall. They commonly are made of brass or iron, and hinges made from precious metals are almost unheard of. Magical hinges can either replace an existing hinge (removing the old and bolting the magical one in place), or the magical hinge can actually be placed over the existing article.



Hinge, Opening	700	7,000	AC04-040
Hinge, Shrieking	1,000	10,000	AC04-040

Hockey Stick

Hockey sticks are uncommon sports equipment used in a game that is played on a plane of ice. The players skate about on the ice, each heavily armored or padded and holding a hockey stick. On a natural 19 or 20 on an attack roll, the hockey stick can remove teeth from the opponent's mouth, reducing the victim's Charisma score by one point, or reduce a monster's biting damage by one point.



Hockey Stick, Holy Terror +5	5,000	45,000	DRAG072-51
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Hold

A magical hold is actually a knocker that is bolted to the door of a ship's cargo bay. When placed on a door *inside* a ship, it creates a portal to an interdimensional space. A specific number of knocks and a command word must be known to enter the special interdimensional space. Each *hold of holding* is irrevocably tied to a specific interdimensional space.



Hold, Holding, 10' x 10' x 10'	4,500	50,000	1072a-82
Hold, Holding, 20' x 10' x 10'	5,000	100,000	1072a-82
Hold, Holding, 20' x 25' x 10'	5,500	150,000	1072a-82
Hold, Holding, 40' x 25' x 10'	6,500	250,000	1072a-82
Hold, Holding, 50' x 30' x 10'	7,500	350,000	1072a-82
Hold, Holding, 50' x 40' x 10'	10,000	500,000	1072a-82
Hold, Holding, 50' x 50' x 10'	15,000	750,000	1072a-82

Name	EP	Cost	Book/Page
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Hole

A *portable hole* is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of astral plane luminaries. When folded, it becomes as small as a pocket handkerchief. A hole can be "picked up" from inside or out by simply taking hold of the edges of the magical cloth and folding it up. Either way, the entrance disappears but the contents remain within.



Hole, Portable	5,000	50,000	2100-177
Hole, Portable, Rudra's	6,000	60,000	2006-09

Hook

The hook (also called a gaff) is actually a tool used to hook and land fish. It is commonly found wherever fishing boats are encountered, and the hooks are in plentiful supply, affording a disarmed adventurer a weapon of last resort. Another type is the common grappling hook. They are normally used to secure a rope for climbing.



Hook, Grappling, Griffon's Claw	50	450	DRAG159-17
Hook, Wizard	1,000	10,000	DRAG073-37

Hooves

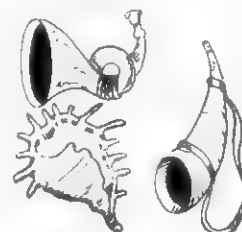
Hooves are the nail-like growths at the bottom of many kinds of animal's feet; they never stop growing. Magical hooves are ivory constructs that fit completely over an animal's hoof. Once in place, the animal's hooves stop growing, and the animal walks completely on the magical item. The magical hooves do not wear down when the animal walks.



Hooves, Flying	500	2,500	<i>new item</i>
Hooves, Iron	1,000	5,000	CN2-029
Hooves, Laming	—	1,000	<i>new item</i>

Horn

Horns are musical instruments that have existed in every world throughout recorded history. The earliest form was the animal horn or large sea shell. Metal horns arose much later and are made of brass, copper, bronze, and occasionally silver. They are slender tubes six to 12 feet long, often coiled in several circles with a flared bell.



Name	EP	Cost	Book/Page
Horn, Azure Sea	750	5,000	2023-080
Horn, Barrier Peaks	3,000	18,000	2023-081
Horn, Blasting	5,000	55,000	2100-171
Horn, Bubbles	—	1,200	2100-172
Horn, Change	Relic	20,000	2011-158
Horn, Collapsing	1,500	25,000	2100-172
Horn, Command	2,000	20,000	FR10-84
Horn, Death's Head	3,000	15,000	POLY058-07
Horn, Dolphins	750	3,250	DLR1-81
Horn, Drinking, Bottomless	1,000	10,000	HR1-65
Horn, Fog	400	4,000	2100-172
Horn, Geryon, of	Relic	P	2016-22
Horn, Gjaller	Relic	P	2006-25
Horn, Hard Hearts	500	2,500	AC04-040
Horn, Plenty	2,000	20,000	AC04-041
Horn, September	1,000	10,000	AC04-041
Horn, Shoo	500	2,500	AC04-041
Horn, Signaling	1,000	5,000	AC04-041
Horn, Tritons, of the	2,000	17,500	2100-172
Horn, Uncontrollable Striding and Springing	—	2,000	DUNG030-39
Horn, Unicorn	1,000	3,000	1031-76
Horn, Valhalla, Brass	1,000	15,000	2100-172
Horn, Valhalla, Bronze	2,000	30,000	2100-172
Horn, Valhalla, Iron	3,000	45,000	2100-172
Horn, Valhalla, Silver	1,000	15,000	2100-172
Horn, Valor	5,000	25,000	2121-138
Horn, Vast Swamp	1,000	2,500	2023-081
Horn, Voices	500	2,500	SJR2-69
Horn, War	1,000	2,500	DRAG145-40

Horse

Most items of this nature look alike. Each is a full-sized, roughly-hewn statue of a heavy horse (but light and medium versions also exist), carved from some sort of hard stone. A horse's dweomer is activated by speaking a command word. This word brings the animates the steed, enabling it to take a burden, and even to attack as if it were a warhorse.



Horse, Flying	2,500	25,000	1021b-63
Horse, Stone, Courser	2,000	12,000	2017-103
Horse, Stone, Destrier	2,000	12,000	2017-103

Horseshoe

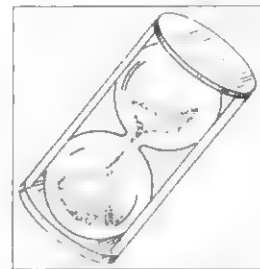
In the wild, horses wear down their hooves as fast as they grow, but domesticated horses, with the weight of rider and equipment, wear away hooves more quickly. Without protection, the horse would rapidly become lame and useless. Metal horseshoes are used to counteract the wear and tear on the hooves. The shoe is nothing more than an iron bar hammered into a "U" shape, and nailed tightly onto the horse's hoof. The nails cause no discomfort to the animal. With horseshoes, the mount can travel farther, faster, and longer.



Name	EP	Cost	Book/Page
Horseshoe, Fleeting	1,000	3,000	AC04-041
Horseshoe, Flying	1,000	2,500	AC04-041
Horseshoe, Petrification	—	900	AC04-041
Horseshoe, Speed	2,000	10,000	2100-172
Horseshoe, Surefootedness	1,500	5,000	POLY059-27
Horseshoe, Zephyr, of a	1,500	7,500	2100-172

Hourglass

An hourglass is an instrument used to measure the passing of time. It consists of two bulbous glass globes connected by a narrow passage. Sand passes from the topmost bulb, through the narrow section, into the lower glass globe. These globes are held together by a wooden frame that is itself held together by twine and screws, or nuts and bolts.



Hourglass, Auguhol	750	10,000	IMAG012-38
Hourglass, Fire & Ice	2,000	10,000	2121-138
Hourglass, Obedience	1,500	7,500	DRAG030-36
Hourglass, Seeing	2,000	10,000	X11-60
Hourglass, Timing	1,000	5,000	DRAG073-36
Hourglass, Verthandi's Invincible	Relic	P	1021-62

Hover-Vessel

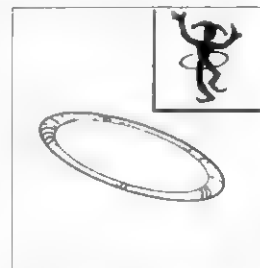
Hover-vessels are rare and expensive magical devices. When at rest, they look like metallic cupolas mounted atop articulated metal frames. When activated, the frame is covered by the fiery manifestation of a beast. The activated vessel moves with the same speed and agility as its beast's physical counterpart. Attacks and defenses are also the same. Hover-vessels can mimic large land animals, large avian creatures, or gigantic water-dwelling beasts.



Hover-Barge	20,000	200,000	HWR2-d35
Hover-Chariot	20,000	200,000	HWR2-d35
Hover-Vessel	15,000	150,000	HWR2-d35
Hover-Yacht	10,000	100,000	HWR2-d35

Hula-hoop

A hula-hoop usually can be used only by jesters. Once set into motion, it can only be halted by the jester who started it. The hula hoop cannot be grasped, and it has AC -2 and 35 hp if it is attacked by an opponent. The hoop deflects incoming normal missiles, and blocks the first 10 points *magic missile* damage each round.



Hula-hoop, Roller Hoopers, of the	6,000	30,000	DRAG134-44
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Name EP Cost Book/Page

Hut

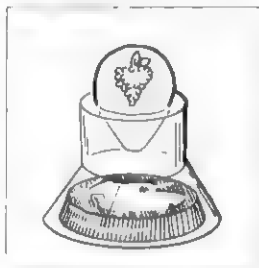
Baba Yaga's hut is a small, windowless log cabin with a hexagonal shape and a decorated wooden roof. The hut is small, only 15' wide and 12' high at the peak of the roof, with a small chimney on top, and does not appear very impressive, except for the 12' long bird legs coming out from the bottom. When in motion, hut spins, making one revolution every six or seven seconds, with the feet stamping every half second. When someone enters or leaves the hut, the legs fold up so that the hut rests on the ground.



Hut, Baba Yaga's	Relic	60,000	2011-156
Hut, Baba Yaga's, Dancing	Relic	90,000	DRAG083-32

Ichor

Ichor is a thin colorless fluid found in half-ounce vials. It can be applied to food, mixed into liquids, or simply ingested straight. Ichor dries when exposed to air, hardening in one turn (ten rounds). Ichors must enter the body through the mouth for them to be effective. If rubbed on the body or placed in a cut, bruise, or mucous membrane, the ichor will have no effect.



Ichor, Intoxication	500	900	T1:4-126
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Icon

Icons are small, carved items that resemble something larger. These are sometimes placed on charm bracelets. Examples of icons include chairs, books, holy symbols, people, angelic figures, etc. They all have a jewel of some sort imbedded in them that radiates a faint magical aura. Icons can be used once per day unless otherwise stated.



Icon, Chemosh	1,000	5,000	DUNG022-29
Icon, Truth	2,000	10,000	2021-095

Identifier

This highly valued item is a magical test kit used to identify potions, powders, ichors, salves, and other alchemical substances. It consists of a wooden box (1' x 1' x 3') containing an assortment of vials, flasks, and beakers in small, padded compartments. Also in the box is a copy of a text called *Nefradina's Codex* that gives instructions to use the test kit.



Identifier, Nefradina's	1,000	5,000	2121-142
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Name EP Cost Book/Page

Inkwell

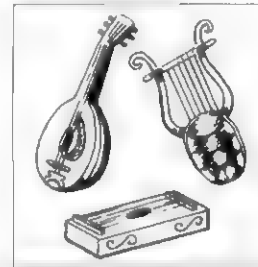
Inkwells are small bottles made of glass or crystal with cork or wooden stoppers to restrain the contents. They usually are designed with narrow necks so that quills may be left standing in the ink. Magical inkwells generally contain magical inks. If an inkwell is broken or completely emptied, it becomes nonmagical.



Inkwell, Concealment	1,000	5,000	AC04-042
Inkwell, Everfull	800	4,000	AC04-042
Inkwell, Scrollmaking	1,200	6,000	AC04-042

Instrument, Bardic

There seven types of special magical bardic instruments. Each can be fully utilized only by a bard, particularly a bard of at least as high a level as the musical instrument is designed for. Bards of lower levels and PCs from other character classes able to play such an instrument can these devices with only limited success.



Instrument, Bard, Anstruth Harp	17,000	85,000	2011-148
Instrument, Bard, Canaith Mandolin	11,000	55,000	2011-148
Instrument, Bard, Cli Lyre	14,000	70,000	2011-148
Instrument, Bard, Doss Lute	8,000	40,000	2011-148
Instrument, Bard, Fochucan Bandore	1,000	5,000	2011-147
Instrument, Bard, Mac-Fuirmidh Cittern	5,000	25,000	2011-148
Instrument, Bard, Ollamh Harp	20,000	100,000	2011-148

Ioun Stone

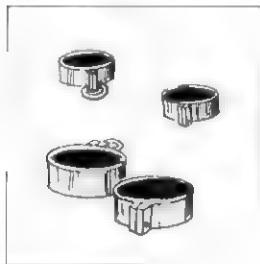
These magical stones always float in the air and must be within three feet of their owner to be of any use. When a character first acquires the stones, he must hold each and then release it, so it takes up a circling orbit, whirling and trailing one to three feet from his head. Thereafter, the stones must be grasped or netted to separate them from their owner. The owner may voluntarily seize and stow the stones (at night, for example) to keep them safe, but he loses the benefits of the stones during that time. When ioun stones are exposed to attack, they are treated as AC -4 and take 10 hit points of damage to destroy. They save as if they were of hard metal, with a +3 bonus.



Ioun Stone, Blue Green Spindle	300	5,000	DRAG174-93
Ioun Stone, Brass Lozenge	300	5,000	DRAG174-93
Ioun Stone, Bright Silver Cylinder	300	5,000	DRAG174-93
Ioun Stone, Bright White Rectangle	300	5,000	DRAG174-93
Ioun Stone, Brown Rhomboid	300	5,000	DRAG174-93

Name	EP	Cost	Book/Page
Ioun Stone, Cerulean Blue Rhomboid	300	5,000	DRAG174-93
Ioun Stone, Clear Pink Sphere	300	5,000	DRAG174-93
Ioun Stone, Clear Sphere	300	5,000	DRAG174-93
Ioun Stone, Clear Spindle	300	5,000	2100-172
Ioun Stone, Copper Rectangle	300	5,000	DRAG174-93
Ioun Stone, Cursed Version	—	1,000	DRAG174-93
Ioun Stone, Deep Black Sphere	300	5,000	DRAG174-93
Ioun Stone, Deep Purple Prism	300	5,000	DRAG174-93
Ioun Stone, Deep Red Sphere	300	5,000	2100-172
Ioun Stone, Dull Gray	300	5,000	2100-172
Ioun Stone, Dusty Rose Prism	300	5,000	2100-172
Ioun Stone, Flickering White Snowflake	300	5,000	DRAG174-93
Ioun Stone, Gold Ellipsoid	300	5,000	DRAG174-93
Ioun Stone, Green Sphere	300	5,000	DRAG174-93
Ioun Stone, Incandescent Blue Sphere	300	5,000	2100-172
Ioun Stone, Iridescent Spindle	300	5,000	2100-172
Ioun Stone, Lavender & Green Ellipsoid	300	5,000	2100-172
Ioun Stone, Light Blue Prism	300	5,000	DRAG174-93
Ioun Stone, Maroon Star	300	5,000	DRAG174-93
Ioun Stone, Orange Cube	300	5,000	DRAG174-93
Ioun Stone, Pale Blue Rhomboid	300	5,000	2100-172
Ioun Stone, Pale Green Prism	300	5,000	2100-172
Ioun Stone, Pale Lavender Ellipsoid	300	5,000	2100-172
Ioun Stone, Pale Yellow Lozenge	300	5,000	DRAG174-93
Ioun Stone, Pearly White Spindle	300	5,000	2100-172
Ioun Stone, Pink Rhomboid	300	5,000	2100-172
Ioun Stone, Pink & Green Sphere	300	5,000	2100-172
Ioun Stone, Puce Cube	300	5,000	DRAG174-93
Ioun Stone, Pulsing Red Star	300	5,000	DRAG174-93
Ioun Stone, Pure White Octahedron	300	5,000	DRAG174-93
Ioun Stone, Rainbow Ellipsoid	300	5,000	DRAG174-93
Ioun Stone, Rainbow Spindle	300	5,000	DRAG174-93
Ioun Stone, Scarlet & Blue Sphere	300	5,000	2100-172
Ioun Stone, Silver Rod	300	5,000	DRAG174-93
Ioun Stone, Silver Sphere	300	5,000	DRAG174-93
Ioun Stone, Silvery Mirror Cube	300	5,000	DRAG174-93
Ioun Stone, Soft Black Rectangle	300	5,000	DRAG174-93
Ioun Stone, Supercharged Version	600	10,000	DRAG174-93
Ioun Stone, Vibrant Purple Prism	300	5,000	2100-172
Ioun Stone, Yellow Sphere	300	5,000	DRAG174-93

Iron



Irons are used to restrain prisoners. A set of irons includes manacles (for wrists) and shackles (for ankles). Manacles or shackles that are chained together restrict the use of the arms and legs, respectively or immobilize them altogether. Magical irons are almost always found in a complete set of four pieces.

Iron, Imprisonment	1,000	10,000	AC04-042
Iron, Liquid	2,000	10,000	PHBR4-109
Iron, Opening	500	2,500	AC04-042
Iron, Steam	500	2,000	AC04-042
Iron, Throwing	900	1,800	AC04-042
Iron, Transference	1,000	5,000	A C04-042

Name	EP	Cost	Book/Page
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Item, Anything
Item, Cloaked Wizardry

Item

Magical "items" can include anything in this set of booklets; from an abacus to a zwieback. *Anything items* can change themselves into any other magical item on command. An *item of cloaked wizardry* is simply a magical item that does not radiate a dweomer, even if detected for.

4,000	40,000	201 7-097
+100	+500	DRAG179-73

Jacinth



Jacinth, Inestimable Beauty

The *Jacinth of Inestimable Beauty* is said to have been made by the deities, who fashioned it from the finest corundum gem from the heart of the largest mountain. This huge, fiery orange jewel is indescribably beautiful and exquisitely cut in dozens of facets that shoot forth brilliant beams; all creatures within 20' who see it must save versus spell or be charmed.

Relic	100,000	2011-158
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Jam

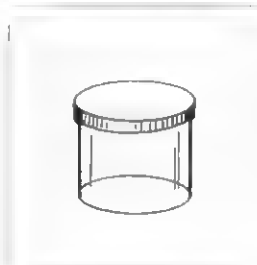


Jam, Logs

This lumpy, brownish goo cannot be replaced into its container, once poured out. Upon command, jam grows to become a pile of normal wooden logs which completely fills a 10' x 10' x 10' volume (or 20' x 10' x 5', or any volume equaling 1,000 cubic feet). The logs are permanent until burned away by fire. *Dispel magic* does not affect them.

1,000	5,000	POLY023-12
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Jar



Jar, Pitch, Pandemonium
Jar, Preserving

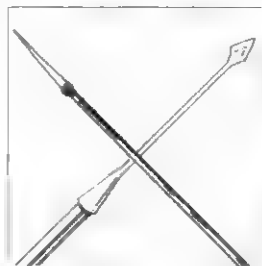
Jars are pieces of glassware made to hold both liquid and solid material. Most jars are cylindrical and equipped with a glass, leather, or metal lid that is held into place either by screwing, clamps, or by the lid's sheer weight.

2,000	6,000	2121-147
500	2,500	2121-139

Name EP Cost Book/Page

Javelin

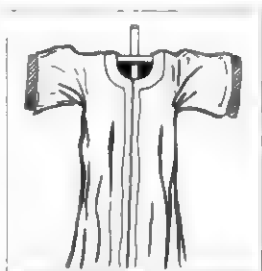
Javelins are light spears, suitable for missile combat and usable either from a mount or on foot. The weapon has been around since man's earliest days. The javelin's head is not very large, and is usually leaf-or laurel-shaped. Javelin heads may be barbed. Javelins often are used as a ceremonial weapon of bodyguards in civilized nations.



Javelin +1	600	1,800	new item
Javelin +2	750	2,250	2011-125
Javelin +3	900	2,700	new item
Javelin +4	1,050	3,150	new item
Javelin +5	1,200	3,600	new item
Javelin, Black Kumade +2	800	6,000	1032-125
Javelin, Lightning +2	250	3,000	2011-149
Javelin, Piercing	250	3,000	2100-184

Jellaba

A jellaba (jell-AH-bah) is a heavy version of the aba (the traditional, loose-fitting robe worn by desert peoples). A jellaba is worn over a lighter aba. It usually is made of wool or felt and hangs to the ground. A jellaba is typically less decorative than the aba worn underneath. An aba or jellaba is closed at the waist with a sash. Most are sleeveless, and some have full, open sleeves.)



Jellaba, Blending	3,500	35,000	new item
Jellaba, Concealment	1,000	5,000	DRAG179-73
Jellaba, Eyes	4,500	22,500	DRAG179-73
Jellaba, Protection, AC 2	4,000	24,000	new item
Jellaba, Protection, AC 3	3,500	21,000	new item
Jellaba, Protection, AC 4	3,000	18,000	new item

Jelly

This sweet-smelling, magical confection made of ripe fruit and sugar attracts the attention of all insects within 30'. Giant-sized insects are permitted a saving throw versus spells to resist the effect, but with a -4 penalty. When attacking an insect thus attracted, the attacker gains a +4 bonus to the first "to-hit" roll, but the insect is thereafter free from the charm.

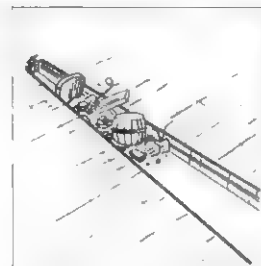


Jelly, Attraction	300	1,500	POLY023-12
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Name EP Cost Book/Page

Jettison

A jettison is a large device for hurling masses of stones, trash, debris, iron spikes, and garbage. It is used as an antipersonnel weapon to clear an enemy spelljammer's decks. Like other large magical weapons, enchanted jettisons are a highly desirable addition to any ship. Sixty-five percent of the weapons gain the bonus to their attack and damage rolls. Thirty-five percent of the bonuses apply only toward the range (or speed) of the missile being shot. Either way, the price remains the same. Any type of catapult can be used as a jettison by loading it with small rocks instead of a single stone. A jettison, however, cannot be used as a catapult.



Jettison, Heavy +1	1,600	8,000	1072a-82
Jettison, Heavy +2	3,200	16,000	1072a-82
Jettison, Heavy +3	6,400	32,000	1072a-82
Jettison, Light +1	800	4,000	1072a-82
Jettison, Light +2	1,600	8,000	1072a-82
Jettison, Light +3	3,200	16,000	1072a-82
Jettison, Medium +1	1,200	6,000	1072a-82
Jettison, Medium +2	2,400	12,000	1072a-82
Jettison, Medium +3	4,800	24,000	1072a-82

Jewel

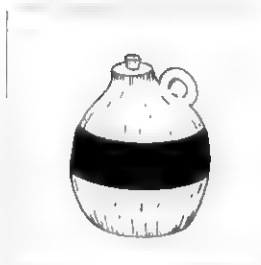
A magical jewel appears identical to a normal jewel of some type. If a *detect magic* spell is used on the item, the jewel glows faintly. When the jewel's command word is uttered, the jewel glows brightly for a brief moment before it unleashes its enchantment. When a jewel is dropped, it must save versus Crushing Blow or break upon impact, losing all of its magical abilities instantly.



Jewel, Attacks	—	1,000	2100-173
Jewel, Flawlessness (per facet)	—	1,000	2100-173
Jewel, Karathoth	5,000	15,000	FR10-84
Jewel, Projection	4,000	35,000	DRAG132-22

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
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Jug



A jug is a deep vessel used to hold fluids. Jugs customarily are made of earthenware, pottery, metal, or glass. Jugs usually have a handle and a spout or lip to facilitate accurate pouring. Their narrow necks are sometimes sealed with a lid or cork.

Strangely enough, *jug* is also a slang term used for jail or prison.

Jug, Alchemy	3,000	12,000	2100-158
Jug, Drinking, Silvanus	Relic	P	2006-19
Jug, Dyeing	1,100	3,300	DRAG030-36
Jug, Jade	2,000	5,000	AC04-048
Jug, Jesting	1,000	3,000	AC04-048

Ketchup



Magical ketchup is a thick, deep red fluid that must be poured onto the ground or floor to activate its magic. Any creature approaching within 10' of the *ketchup* is *slowed* (moving and attacking at half-normal rates) for one full hour (six turns). The *ketchup's* magical *slowing* does not become active until 1d6 + 4 rounds after it is dumped, and remains active until removed by either cleaning the area thoroughly with soap, or by casting a *dispel magic*

on the spilled *ketchup*.

Ketchup, Slowness	250	400	POLY023-12
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Kettle



A kettle is a simple container that is used to boil water or cook foods. Kettles are generally cast or forged from iron, steel, or copper. Most magical kettles require the user to place water in them before they can perform their magic.

Kettle, Breathing	1,000	5,000	POLY043-22
Kettle, Drumming	500	2,500	AC04-043
Kettle, Fish	1,000	3,000	AC04-043
Kettle, Soup, Everbountiful	1,000	5,000	2121-137

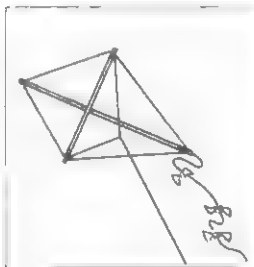
Key



Keys are long, skinny metallic instruments that contain "teeth" and slip-guards. When a magical key is inserted into a lock the user can open it. A magical key can be used to open trapped portal, but usually does not foil the trap or provide protection against its effects.

Key, Opening	1,200	6,000	AC04-043
Key, Quinarost	1,000	5,000	2021-092
Key, Sirden	1,400	7,000	DRAG03 9-42
Key, Skeleton	1,000	2,000	POLY019-30
Key, Unlocking	1,000	2,000	AC04-048

Kite



A kite consists of a lightweight wooden skeleton with paper, parchment, or very light cloth stretched over the wood. A tail made of thick cloth is often required to give the kite balance as it is flown in the wind. A string, cord, or light rope is used to keep the kite from sailing away. It also allows the user to control the kite's motions.

Kite, Lightning	4,000	40,000	AC04-043
Kite, Reconnaissance	2,000	10,000	AC04-043
Kite, Signaling	1,500	7,500	AC04-044

Knife



A knife consists of a single-edged, pointed blade fitted with a handle. Knives are ancient tools and weapons, used even by primitive tribes. In these cultures, a knife is little more than a flint blade with a keen edge. Bone knives are little more than a sharpened piece of bone. A knife often is decorated in the same way as a dagger.

Knife, Buckle +1	100	1,000	2100-184
Knife, Buckle +2	200	2,000	2100-184
Knife, Buckle +3	300	3,000	2100-184
Knife, Buckle +4	400	4,000	2100-184
Knife, Buckle +5	500	5,000	2100-184
Knife, Buckler +1	100	1,000	EX2-32
Knife, Buckler +2	200	2,000	EX2-32
Knife, Buckler +3	300	3,000	EX2-32
Knife, Buckler +4	400	4,000	EX2-32
Knife, Buckler +5	500	5,000	2100-184
Knife, Fish +1/+3	100	1,000	LC4-31
Knife, Hornblade +1	500	1,500	2017-105
Knife, Hornblade +2	1,000	3,000	2017-105

Name	EP	Cost	Book/Page
Knife, Kitchen, Eternal Sharpness	300	3,000	DRAG073-39
Knife, Obsidian +1	100	1,000	1066a-58
Knife, Obsidian +2	200	2,000	1066a-58
Knife, Obsidian +3	300	3,000	1066a-58
Knife, Obsidian +4	400	4,000	1066a-58
Knife, Obsidian +5	500	5,000	1066a-58
Knife, Rabbitslayer +4	400	4,000	2021-099

Knot

A knot is not an item in itself, but a method for fastening ropes or cord to prevent separation or loosening. Magical knots are lengths of cord or rope that must be knotted—or knotted and commanded—to activate their enchantments. They tend to be extremely strong, but very easy to untie, especially for their owners.



Knot, Faithful	1,000	5,000	DRAG030-37
Knot, Holding, Str 17	700	3,500	<i>new item</i>
Knot, Holding, Str 18	800	4,000	<i>new item</i>
Knot, Holding, Str 19	900	4,500	<i>new item</i>
Knot, Holding, Str 20	1,000	5,000	<i>new item</i>

Ladder

Ladders consist of two long, wooden, parallel poles connected by shorter wooden rungs. The rungs are spaced evenly along the parallel poles' length. When placed vertically against an object, the rungs can be used as steps to gain a higher vantage point. The siege ladder is a large, sturdy version of the common ladder. It is most effective when used by surprise or against defenders already occupied by attackers from a belfry or hoist.



Ladder, Balance	1,200	12,000	POLY057-12
Ladder, Climbing	1,000	10,000	POLY043-22
Ladder, Length	1,400	14,000	DRAG073-38

Ladle

A ladle is used to serve or measure liquids. It is usually made of metal or seasoned wood. It consists of a handle which is from three inches to two feet long with a large spoon like cup at one end. The cup often has a notch, lip, or spout to make accurate, drip-free pouring easier.

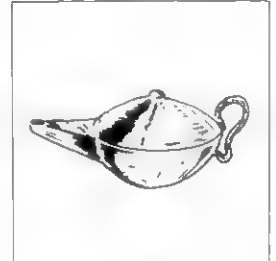


Ladle, Candlemaking	500	5,000	AC04-044
Ladle, Curing	2,000	20,000	AC04-044
Ladle, Drinking	800	8,000	AC04-044
Ladle, Duplication	3,000	30,000	AC04-044

Name	EP	Cost	Book/Page
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Lamp

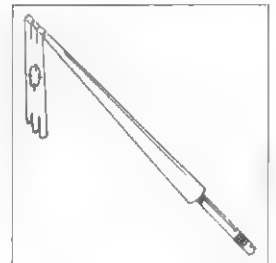
A lamp is a household implement that produces light by burning oil. Most lamps are made of metal with a lower compartment for oil (filled through a closeable hole), a handle of some type, and shutters that protect the flame from wind. Some lamps may be simple containers for oil, open or enclosed, with a cloth or string stuck into them for a wick. Such lamps may be made from clay, stone, wood, or any other material.



Lamp, Automatic Light	1,000	10,000	DRAG073-40
Lamp, Continuous Burning	1,000	10,000	DRAG073-40
Lamp, Darkness	1,000	10,000	AC04-046
Lamp, Floor	500	5,000	AC04-044
Lamp, Honesty	400	4,000	AC04-046
Lamp, Hurricane	2,000	20,000	POLY023-12
Lamp, Long Burning	1,000	10,000	1013-53
Lamp, Plant Growth	600	6,000	DRAG073-38
Lamp, Remote Lighting	1,000	10,000	DRAG073-40
Lamp, Summoning	1,100	11,000	AC04-046
Lamp, Timely Illumination	1,000	10,000	DRAG073-37
Lamp, Wish	2,600	26,000	POLY017-07

Lance

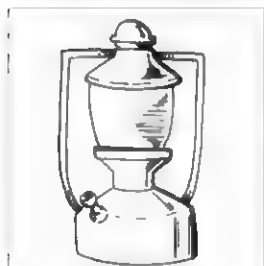
The term "lance" originally referred to spears wielded by footmen and cavalry. It now refers only to cavalry spears. Lance designs vary between cultures and eras. Generally, a lance is a long shaft of tough wood, usually ash, with an iron head in the shape of a laurel or willow leaf, with cutting edges and a sharp point meant to penetrate armor. Lances are built to be gripped close to the bottom, putting a great distance between the wielder and the target. As a rule, the lance is aimed diagonally above the horse's neck. Two opposing lancers would face each other with their left sides oncoming.



Lance +1	400	2,000	<i>new item</i>
Lance +2	800	4,000	<i>new item</i>
Lance +3	1,400	7,000	<i>new item</i>
Lance +4	2,000	10,000	<i>new item</i>
Lance +5	3,000	15,000	<i>new item</i>
Lance, Breathing	600	3,000	1013-58
Lance, Charming	800	4,000	1013-58
Lance, Cursed -2	—	1,200	DUNG005-32
Lance, Death	1,000	5,000	GDQ1-124
Lance, Deceiving	200	1,000	1013-58
Lance, Defending	800	4,000	1013-58
Lance, Deflecting	800	4,000	1013-58
Lance, Dragon, Footman's	1,000	6,000	2021-094
Lance, Dragon, Mounted	1,200	7,200	2021-094
Lance, Draining	1,000	5,000	1013-58
Lance, Extinguishing	800	4,000	1013-58
Lance, Finding	2,000	10,000	1013-58
Lance, Flaming	1,200	6,000	1013-58
Lance, Flying	1,000	5,000	1013-58
Lance, Healing	3,000	15,000	1013-58
Lance, Hiding	1,200	6,000	1013-58
Lance, Holding	1,000	5,000	1013-58

Name	EP	Cost	Book/Page
Lance, Horus's	Relic	P	2006-03
Lance, Lighting	4,000	30,000	1013-58
Lance, Ortnit's Doom	Relic	P	1021-60
Lance, Piercing +5	500	2,500	PC2-40
Lance, Silencing	800	3,800	1013-58
Lance, Slicing	900	4,500	1013-58
Lance, Slowing	800	4,000	1013-58
Lance, Speeding	750	3,500	1013-58
Lance, Translating	1,000	1,500	10 13-58
Lance, Tribal	4,000	20,000	DUNG032-63
Lance, Venom +3/+4	1,500	6,000	IMAG02 9-36
Lance, Watching	1,000	2,000	1013-58
Lance, Wishing	1,200	12,000	1013-58

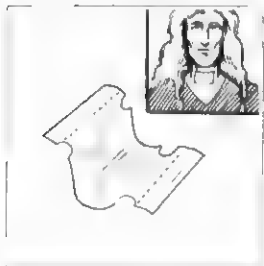
Lantern (and Lanthorn)



A lantern is a metal cage fitted with a solid base that holds a candle or reservoir of oil and a wick. Some lanterns are equipped with a circular or semi-circular reflector behind the flame; this allows the lamp to cast a directional beam of light with a much greater range than light from an unreflected flame. Some lanterns also are fitted with shutters that can hide the flame without dousing it.

Lantern, Bashal's Tendrilight	8,000	40,000	D RAG179-26
Lantern, Continual Light	30	300	1072a-82
Lantern, Continual Light, with shutter	31	310	1072a-82
Lantern, Dragon	3,000	12,000	DRAG126-51
Lantern, Goldmane's Dazzler	5,000	25,000	DRAG179-27
Lantern, Greyhawk	3,000	25,000	20 23-081
Lantern, Illag's Abominable Beacon	4,000	20,000	DRAG179-27
Lantern, Krillus's Blazer	6,000	30,000	DRAG179-28
Lantern, Malthrox's Shadowcaster	6,500	32,500	DRAG179-29
Lantern, Many Colors	1,500	6,000	DRAG073-37
Lantern, Messakk's Eye	5,500	27,500	DRAG179-29
Lantern, Spying	1,600	8,000	1072a-83
Lantern, Thessall's Wayguider	5,600	28,000	DRAG179-30
Lanthorn, Shadow	750	6,000	2017-102

Larynx

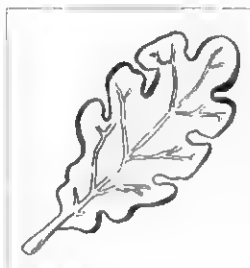


This item appears as a small patch of leathery material, approximately 2" x 4". When placed against the throat, it adheres to the skin and magically blends so as to be indistinguishable from the throat. A magical larynx alters the sound, volume, tone, and other qualities of the user's voice. A magical larynx is removable.

Larynx, Deafening	250	1,250	DRAG134-43
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Name	EP	Cost	Book/Page
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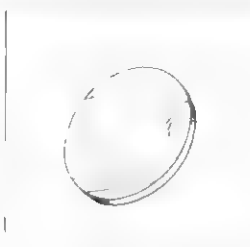
Leaf



A magical leaf is a type of brooch (see page 36) shaped like a small leaf from any type of tree. It is always made of metal and has a pin or clasp attached to the back so that the brooch can be fastened to an article of clothing.

Leaf, Book	400	2,000	AC04-046
Leaf, Colors	600	3,000	AC04-046
Leaf, Crumbling	500	2,500	AC04-046
Leaf, Falling	300	1,500	AC04-046
Leaf, Gold, Happy Hunting Grounds	2,000	6,000	2121-147
Leaf, New	100	500	AC04-046
Leaf, Warmth	1,200	6,000	AC04-046

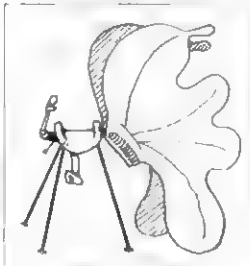
Lens



A lens is a flat, round piece of glass with curved surfaces on each side. A good lens is the product of pure materials and weeks of careful polishing, measuring, grinding and testing. (Glassware in a medieval setting is usually crudely made, making lenses rare treasures.) Every magical lens has at least one command word. The user need only speak the command while looking through the lens with one eye.

Lens, Blinding	—	1,200	AC04-046
Lens, Detection	250	1,500	2100-173
Lens, Far Seeing	2,000	20,000	AC04-047
Lens, Lighting	500	4,000	AC04-047
Lens, Reflection	500	2,500	AC04-047
Lens, Remote Viewing	1,000	10,000	PHBR2-107
Lens, Speed Reading	500	2,500	2121-139
Lens, Subtitles	2,800	28,000	POLY058-09
Lens, Transformation	Relic	22,500	T1:4-127
Lens, Ultravision	750	5,000	2017-101
Lens, Valuation	1,000	10,000	PHBR2-107

Lepidoptera



This gnomish item looks like a large paper butterfly with spring-loaded wings, a saddle, and a joystick in the middle. Before takeoff, the user winds up the springs with a small crank and then releases the paper wings. The lepidoptera flies for one hour (+1d20 rounds) at a speed of 6. It can carry one gnome and 10 pounds of cargo. The wings are treated with oil to waterproof them.

Lepidoptera, King Dorfin's	360	3,600	AC11-092
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Name EP Cost Book/Page

Levelmaker

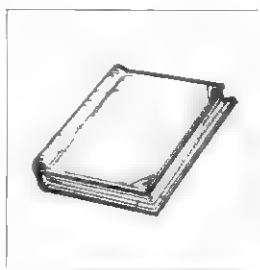
The *levelmaker* is a large wooden box, approximately eight feet square and 15 feet tall. It weighs about 1,100 pounds. It has 20 to 40 hit points of structural strength. It does not radiate magic or evil. The user must insert a gem or other item of jewelry worth at least 20 gp into a slot in one side of the box. The user then pulls a lever and an anvil crushes the head of an animated skeleton, destroying it. The user magically receives five experience points for this action.



Levelmaker 100 1,000 AC11-063

Libram

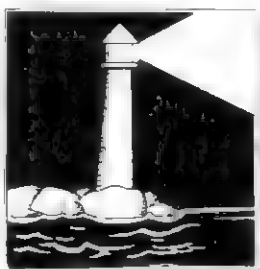
A *libram* is a large book with a heavy wood and leather cover, high quality pages of heavy parchment, or vellum and ornate decorations on both the cover and title page. A magical libram may be of any size, from a mere two feet square to 10 or 20 feet across. The larger types require assistants for proper use and may be suspended by a heavy chain in a large room.



Libram, Constructs	8,000	40,000	DUNG014-41
Libram, Destruction	8,000	30,000	AC04-047
Libram, Evaluation	6,000	30,000	AC04-047
Libram, Gainful Conjunction	8,000	40,000	2100-173
Libram, Identification	3,000	15,000	AC04-047
Libram, Ineffable Damnation	8,000	40,000	2100-173
Libram, Legends	2,000	10,000	AC04-047
Libram, Silver Magic	8,000	40,000	2100-173
Libram, Study	2,000	10,000	AC04-047
Libram, Teleportation Arches	2,500	75,000	DRA145-40

Lighthouse

Lighthouses are navigational aids that mark hazards for ships and spelljammers. Most lighthouses have bright lights light to make them visible at night and fog horns for use whenever poor visibility would otherwise hide them. Magical lighthouses are small, spherical objects placed on small asteroids and spelljammers. They magically broadcast their location (via a telepathic process) to a particularly imprinted owner. This allows the owner to know in which direction that lighthouse lies. It takes three weeks of constant close contact for a lighthouse to imprint upon its owner. After this 21-day period, the lighthouse loses any previous imprints and melds with the new owner.

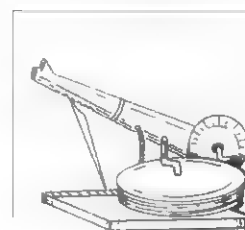


Lighthouse 300 3,000 1072a-83

Name EP Cost Book/Page

Line Gun

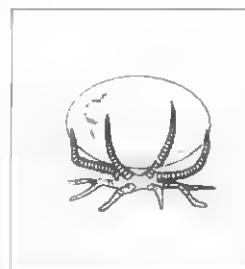
Gnomish spelljamming ships often have deck-mounted line guns that fire tangle lines coated with a sticky glue. Wax paper sleeves keep the glue moist during storage; they are stripped off as the line is fired out. Other races who use these weapon instead trail the sticky lines behind them to pick valuable flotsam and captive beings.



Line Gun, Tangle 1,000 5,000 SJR1-82

Locator

Locators are devices created by the Arcane, a race of blue-skinned giants that have almost exclusive control of the market for spelljamming equipment and ships. Often, one of these items is included free of charge when the Arcane sell a ship to a groundling. The locators can be of any size and shape, though many look like crystal balls.

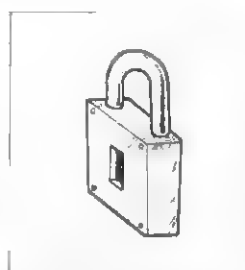


Locator, Planetary	6,000	60,000	1049b-47
Locator, Portal	8,000	80,000	1049b-47

Lock

Locks are designed for a variety of purposes. These range from simple padlocks suitable for securing a small chest to elaborate inset door locks for houses and mansions. Simple locks are usually made of iron, steel, or bronze and have a crude mechanism that opens with one key. Elaborate locks may be made of gold, silver, or other precious metals. They may have a hidden key-hole or multiple keys. Inset locks are commissioned to fit a specific door.

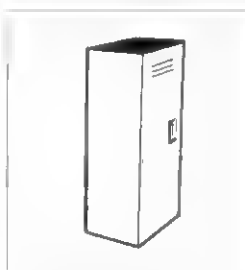
Padlocks may be available for sale from a locksmith or a blacksmith. Single locks are most common; double key locks are available from perhaps 20% of locksmiths.



Lock & Bolt, Skie's 1,000 5,000 2121-144

Locker

Leomund's labile locker is a copper-bound box 2' wide, 2' tall, and 3' long. Four command words control the item. The first shrinks the box and contents to 1/12th size. The second causes it to function as though the *Leomund's secret chest* spell was cast. The third returns the box to full size. The fourth causes growth to quadruple size.



Name	EP	Cost	Book/Page
Locker, Leomund's Labile	5,000	25,000	T1:4-126

Locket

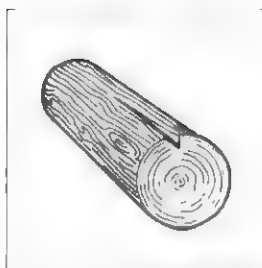
A locket is a small piece of hollow jewelry with a hinged cover. It is commonly hung from a fragile chain. The chain is often draped around the neck and used as a necklace, but it also can be worn as a bracelet, as an anklet, or as a decoration on a scabbard. The hinge opens to reveal a keepsake which can include a small picture, a tiny key, a lock of hair, or other memento.



Locket, Great Kingdom	3,500	25,000	2023-081
Locket, Love	1,000	5,000	DRAG005-09

Log

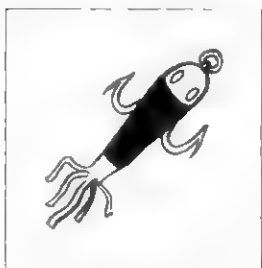
Magical logs are identical to normal logs, except that they radiate magic, usually from the alteration or enchantment school. They usually two to four feet in length and three to 12 inches in diameter.



Log, Burning	600	3,000	AC04-048
Log, Combination	800	4,000	AC04-048
Log, Floating	500	2,000	AC04-048
Log, Ramming	800	3,000	AC04-048
Log, Repetitive Burning	800	4,000	DRAG073-39
Log, Rolling	500	2,500	AC04-048
Log, Snoring	250	750	AC04-048

Lure

These small, silver, gem-studded replicas of minnows are magically enchanted to attract fish. For characters with the fishing proficiency, this grants a +4 bonus to the proficiency check; otherwise, the lure, in effect, grants the basic proficiency to those who normally lack it.

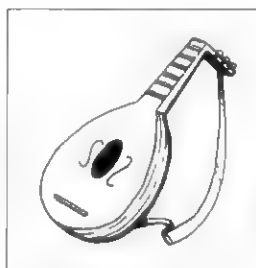


Lure, Fishing, Magic	1,000	5,000	LC4-37
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Name	EP	Cost	Book/Page
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Lute

A lute is a stringed musical instrument about two feet long. Half its length is devoted to a long, thin neck; the body is hollow and flat-topped, with a rounded bottom. Taut strings are attached to the neck and the body. Most magical lutes play themselves on command, and stop only when a second command is given.



Lute, (Biwa), Calm	1,000	8,000	2018-134
Lute, (Biwa), Charm	1,000	8,000	2018-134
Lute, (Biwa), Discord	1,000	8,000	2018-134
Lute, Cool Hand	1,000	8,000	POLY023-23
Lute, Loot	2,000	16,000	AC04-048
Lute, Singalong	1,000	8,000	AC04-048
Lute, Skywalker	3,000	24,000	POLY023-23
Lute, Summoning, Bard	2,000	15,000	AC04-048
Lute, Woodwalking	1,000	6,000	AC04-048

Lyre

A lyre is a harp-like musical instrument that is held in place against the breast and stomach with the left hand, and plucked lightly with a plectrum (pick) in the right. The body is made of tortoise shell or wood and has two arms, curving like horns and joined by a crossbar. A lyre has from three to 12 strings. The lyre is the favorite musical instrument of Apollo.



Lyre, Building	5,000	30,000	2100-173
Lyre, Spheres	1,100	11,000	SJR2-72
Liar, Building	500	2,500	DRAG156-28

Mace

The mace is a direct descendant of the basic club, being nothing more than a wooden shaft fitted with a stone or metal head. (Some armorers also build all-metal, one-piece maces.) The head design varies, some are smooth, others are flanged, and still others are knobbed. The first maces were made to give the club wielder more striking power. Many non-warriors favor maces because they are compact and simple to use.

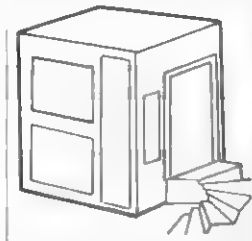


Mace +1	350	3,000	1011-42
Mace +1, +2 versus Undead	400	2,000	DRAG179-68
Mace +2	700	4,500	DUNG003-62
Mace +2, +4 versus Undead	600	3,000	DRAG179-68
Mace +3	1,000	10,000	2011-125
Mace +4	1,500	15,000	2011-125
Mace +5	2,000	20,000	2011-125
Mace, Breathing	600	3,000	1013-58
Mace, Charming	800	4,000	1013-58
Mace, Crushing +3	1,500	15,000	POLY047-27
Mace, Cuthbert	Relic	35,000	DRAG100-68

Name	EP	Cost	Book/Page
Mace, Darkness	1,000	9,000	FA1-49
Mace, Deceiving	200	1,000	1013-58
Mace, Defending	800	4,000	1013-58
Mace, Deflecting	800	4,000	1013-58
Mace, Diamond	2,000	10,000	2018-134
Mace, Disruption +1	1,750	17,500	2100-184
Mace, Draining	1,000	5,000	1013-58
Mace, Extinguishing	800	4,000	1013-58
Mace, Finding	2,000	10,000	1013-58
Mace, Flaming	1,200	6,000	1013-58
Mace, Flying	1,000	5,000	1013-58
Mace, Healing	3,000	15,000	1013-58
Mace, Hiding	1,200	6,000	1013-58
Mace, Holding	1,000	5,000	1013-58
Mace, Ironstar	800	8,000	FR11-44
Mace, Lighting	4,000	30,000	1013-58
Mace, Nightbringer +3	1,000	10,000	2021-095
Mace, Pain +2	1,000	7,000	DRAG054-69
Mace, Silencing	800	3,800	1013-58
Mace, Skull +2	1,450	14,500	DRAG054-69
Mace, Slowing	800	4,000	1013-58
Mace, Speeding	750	3,500	1013-58
Mace, Spellwarding +1	2,000	20,000	FRE2-45
Mace, Tasiirond +3/+4	2,500	25,000	POLY043-21
Mace, Translating	1,000	1,500	1013-58
Mace, Watching	1,000	2,000	1013-58
Mace, Wishing	1,200	12,000	1013-58

Machine

The machine of Lum The Mad is a strange and incredibly ancient device of workmanship unlike anything known today. Baron Lum used it to build an empire but none can say what has since become of it. Legends report that it has 60 levers, 40 dials, and 20 switches (but only about half still function). Manipulating these controls generates all sorts of powers and effects. The machine is delicate, intricate, bulky, and very heavy (5,500 lbs). It cannot be moved normally, and any serious jolt sets off and then destroys 1d4 functions, which can never be restored. It has a booth large enough to hold four man-sized creatures.



Machine, Lum the Mad	Relic	72,500	2011-159
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Magnet

A magnet is a piece of lodestone, magnetite, or other substance that attracts ferrous metals. Magically-created magnets, however, might be enchanted to attract other substances. Magical magnets could attract fish, the affections of attractive members of the opposite sex, vile and hungry monsters, curses, etc.



Magnet, Giant	8,500	85,000	2006-49
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Name	EP	Cost	Book/Page
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Mallet

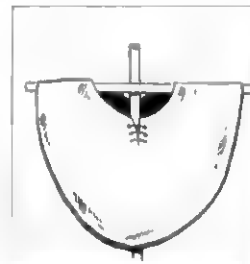
A mallet is a wooden tool shaped roughly like a hammer. It is commonly used to drive other tools such as chisels. Common mallets can be used as weapons if necessary, but they tend to splinter easily, especially when used against armored opponents. See the Maul entry (page 93) for more magical options.



Mallet, Luck +2	1,500	15,000	2018-134
Mallet, Wood, Silvanus +5	5,000	50,000	2006-19

Mantle

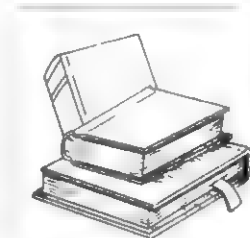
A mantle is a flowing cloak or long cape that is wide enough to cover the shoulders and chest. Mantles sometimes are worn folded back from the shoulders. Mantles can be made with a hole for the neck, or can be held in place with pins or clasps. Outdoor mantles are large and made of durable, thick fabric to keep the adventurer warm during those cold nights under the stars, and dry during those bleak, drizzle-filled days.



Mantle, Celestian	1,500	15,000	2017-101
Mantle, Mist	800	5,000	POLY047-26
Mantle, Mundane, of the	1,500	15,000	PHBR2-106
Mantle, Sumpko's	1,500	15,000	1032-095

Manual

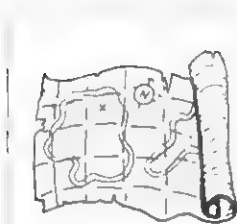
Manuals are magical books or tomes that are highly instructive. A manual magically teaches the reader one comprehensive lesson on a specific topic. Such a lesson might teach the reader better combat skills, how to construct a single object of great complexity, how to improve an ability score, etc. Generally a manual can be used only once.



Manual, Bodily Health	5,000	50,000	2100-174
Manual, Dogmatic Methods	—	5,000	2121-139
Manual, Gainful Exercise	5,000	50,000	2100-174
Manual, Garden Flowers	1,500	15,000	DRAG030-36
Manual, Golems, Clay	3,000	30,000	2100-174
Manual, Golems, Flesh	3,000	30,000	2100-174
Manual, Golems, Iron	3,000	30,000	2100-174
Manual, Golems, Plush	3,000	30,000	DRAG120-19
Manual, Golems, Stone	3,000	30,000	2100-174
Manual, Puissant Skill at Arms	8,000	40,000	2100-177
Manual, Quickness in Action	5,000	50,000	2100-177
Manual, Stealthy Pilfering	8,000	40,000	2100-177
Manual, Stratagems	6,500	19500	DRAG178-19

Name EP Cost Book/Page

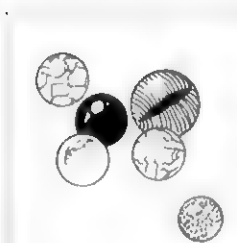
Map



Many types of magical maps have functions beyond providing navigational information. Some enchanted maps cannot be cut, burnt by normal fire, or destroyed in any way except through the use of a *rod of cancellation*, *Mordenkainen's disjunction*, magical fire, powerful magical items, *wishes*, *erase* spells, or through other means. See the listed items' description for details.

Map, Distortion	1,000	10,000	DRAG125-66
Map, Illusions	1,000	10,000	DRAG125-65
Map, Illusions & Secret Doors	2,000	20,000	DRAG125-67
Map, Magic	1,000	10,000	DRAG125-65
Map, Magic & Illusions	2,000	20,000	DRAG125-67
Map, Magic & Secret Doors	2,000	20,000	DRAG125-67
Map, Magic & Traps	2,000	20,000	DRAG125-67
Map, Mapping	1,000	10,000	DRAG125-65
Map, Mapping & Illusions	2,000	20,000	DRAG125-66
Map, Mapping & Magic	2,000	20,000	DRAG125-66
Map, Mapping & Secret Doors	2,000	20,000	DRAG125-67
Map, Mapping & Traps	2,000	20,000	DRAG125-67
Map, Misleading	—	2,000	DRAG125-65
Map, Navigation	1,000	10,000	DRAG125-65
Map, Secret Doors	1,000	10,000	DRAG125-65
Map, Secret Doors & Traps	2,000	20,000	DRAG125-67
Map, Traps	1,000	10,000	DRAG125-65

Marble



Marbles are small spheres made from colored glass, clay, metal, or stone. Enchanted marbles usually are no larger than a human eye—big enough to handle easily but small enough to easily be hidden in a pocket or sleeve. Using an enchanted marble without attracting unwanted attention generally is not difficult.

Marble, Cat's Eye	400	4,000	AC04-049
Marble, Granite	600	6,000	AC04-049
Marble, Merty's Marvelous	300	3,000	DRAG168-15
Marble, Quarry	1,000	10,000	AC04-049
Marble, Warp	5,000	25,000	2121-148

Marker

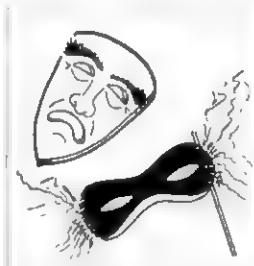


Magical markers are colorful metal chips that stick to any solid surface. The markers can only be seen with the use of *Merty's magical membrane*, which makes their use safe and effective. The markers glow up to 120' away when seen through the membrane no illumination necessary.

Marker, Merty's Magical	150	1,500	DRAG16 8-16
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Name EP Cost Book/Page

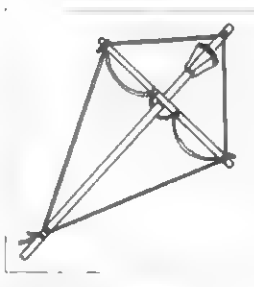
Mask



A mask is a covering for the face. It may be a simple piece of cloth with holes for the eyes, or an elaborate wooden or metal construct that covers most of the head (similar to an ornamental helm). Magical masks may be of any size and shape, but they all alter themselves to conform to the shape and size of the wearer's head.

	Relic	P	
Mask, Bachraeus	500	5,000	1071-249
Mask, Clear Air	200	2,000	DRAG119-19
Mask, Comedy	—	1,000	AC04-049
Mask, Death	1,000	10,000	AC04-049
Mask, Disguise	1,000	10,000	IMAG-SE1
Mask, Electrum Female	1,000	10,000	IMAG-SE1
Mask, Electrum Male	500	5,000	AC04-049
Mask, Faceless	700	7,000	DRAG11 7-47
Mask, Fanged	1,500	15,000	IMAG-SE1
Mask, Gold Female	1,500	15,000	IMAG-SE1
Mask, Gold Male	1,000	10,000	DRAG117-46
Mask, Horned	Relic	40,000	2011-158
Mask, Johydee's	2,000	20,000	DRAG117-47
Mask, Magic	1,000	10,000	DRAG117-47
Mask, Mirror	2,000	10,000	IMAG-SE1
Mask, Platinum Female	2,000	10,000	IMAG-SE1
Mask, Platinum Male	2,000	10,000	AC04-049
Mask, Protection +1	2,500	12,500	AC04-049
Mask, Protection +2	3,000	15,000	AC04-049
Mask, Protection +3	3,500	17,500	AC04-049
Mask, Protection +4	4,000	20,000	AC04-049
Mask, Protection +5	500	5,000	AC04-050
Mask, Scowling	1,000	10,000	DRAG117-47
Mask, Silence	1,200	12,000	IMAG-SE1
Mask, Silver Female	1,200	12,000	IMAG-SE1
Mask, Silver Male	700	7,000	DRAG117-46
Mask, Skull	800	8,000	AC04-050
Mask, Smiling	1,500	5,000	FOR2-80
Mask, Spider	400	4,000	AC04-050
Mask, Tragedy	600	6,000	DRAG117-46
Mask, Veil	1,000	10,000	DRAG117-47
Mask, Winds	1,200	12,000	DRAG117-46
Mask, Winged	80	800	DRAG168-16
Masque, Merty's Mud			

Mast



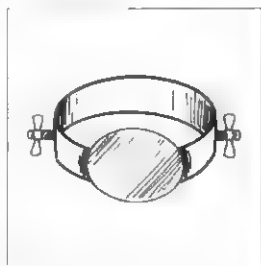
Masts are poles that carry the rigging and sails on a ship or spelljammer. The number and height of masts on a ship depends on the vessel's length. The longer a ship is, the more masts it can carry and the taller they can be. Masts are named according to their placement. From front to back, they are commonly called the foremast, the mainmast, and the mizzenmast.

Mast, Half	1,200	12,000	AC04-050
Mast, Portable	1,600	16,000	AC04-050

Name EP Cost Book/Page

Masthead

A masthead is a small metallic item that serves as the lower support for a mast on a spelljammer (in seagoing vessels, this is called a mast step). It holds the mast to the deck and keeps it stable. Often, masts will have mastheads on each deck, as masts generally are secured to the vessel's keel. Only one magical masthead need be attached to a mast for it to function properly.



Masthead, Durability 1,700 8,500 1072a-84

Match

Matches are small wooden sticks tipped with a sulfuric substance that burns when struck against flint. If a match is doused with water or exposed to high humidity it will not work. The moisture dissolves many of the properties required for the match to function properly. Matches are a rare item and not available in every campaign world.



Match, Magic 600 6,000 POLY058-10
Match, Many Lights 500 5,000 DRAG030-36
Match, Merty's Munificent 250 2,500 DRAG168-16

Mattock

The mattock of the titans huge digging tool 10' long and weighing more than 100 pounds. Any giant-sized creature with a Strength of 20 or more can use it to loosen earth (or tumble earthen ramparts) in a 100-cubic-foot area in one turn. It can smash rock in a 20-cubic-foot area in the same amount of time.



Mattock, Titans, of the 3,500 7,000 2100-174

Mattress

Merty's magnificent mattress is three feet wide and seven feet long. It is magically comfortable and the occupant must roll a saving throw versus spell every round or fall asleep. If the save fails, the victim sleeps until rolled off the mattress. When not in use, the mattress can be rolled up and carried. It weighs 10 pounds.



Mattress, Merty's Magnificent 350 3,500 DRAG168-15

Name EP Cost Book/Page

Maul

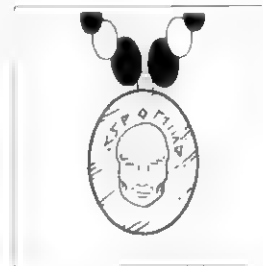
These huge sledge hammers are 8' long and weigh more than 150 pounds. Any giant-sized creature with strength 21 or greater can employ it to drive piles of up to 2' diameter into normal earth at 4' per blow, two blows per round. The maul can smash to flinders an oak door up to 10' high by 4' wide by 2" thick with a single blow, two if the door is heavily bound with iron.



Maul, Titans, of the 4,000 12,000 2100-174

Medallion

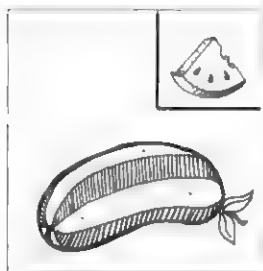
A medallion is a piece of ornamental jewelry, usually circular or oval. Medallions are most often hung on chains and worn as neckwear. Often, medallions are used to symbolize a special or incredible feat. When given as a prize or honorable gift, a medallion can become a valuable family memento to be passed from one generation to another.



Medallion, Askhalite	280	2,800	LNR2-62
Medallion, Chaos	1,000	10,000	DRAG040-29
Medallion, Defense +1	1,000	5,000	AC04-050
Medallion, Defense +2	2,000	10,000	new item
Medallion, Defense +3	3,000	15,000	new item
Medallion, Defense +4	4,000	20,000	new item
Medallion, Defense +5	5,000	25,000	new item
Medallion, Equus	800	8,000	DUNG022-34
Medallion, ESP, 30'	1,000	10,000	2100-174
Medallion, ESP, 30' with Empathy	1,500	15,000	210 0-174
Medallion, ESP, 60'	2,000	20,000	2100-174
Medallion, ESP, 90'	3,000	30,000	2100-174
Medallion, EST	400	4,000	DRAG156-28
Medallion, Faith	1,000	10,000	2021-092
Medallion, Holy, Almor	1,200	9,000	2023-080
Medallion, Jetton of Asap	4,000	40,000	CN2-029
Medallion, Light	400	4,000	LNA2-87
Medallion, Majere	2,000	20,000	DCDL01-25
Medallion, Malog	1,500	7,500	2023-081
Medallion, Mirror, of the	400	4,000	AC08-007
Medallion, Missile Attraction	—	1,000	AC04-050
Medallion, Projection	500	5,000	AC04-050
Medallion, Snow Clan	400	4,000	LNR1-93
Medallion, Soul Searcher	2,000	20,000	1053-057
Medallion, Spell Exchange	3,000	15,000	2121-140
Medallion, Steadiness	1,000	10,000	PHBR4-124
Medallion, Thought Projection	—	1,000	2100-174

Name EP Cost Book/Page Name EP Cost Book/Page

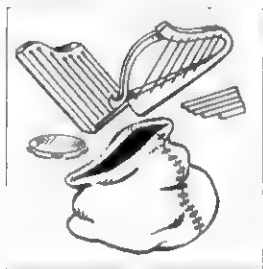
Melon



A creature who eats any of the flesh or rind of a *moonmelon* or drinks any of the juice seems to be unaffected. The imbiber's offspring, however, are born as mooncreatures, which have altered size, appearance, and abilities. Strangely enough, all of a mooncreature's offspring are normal examples of the grandparent's race.

Melon, Moon 100 500 DUNG025-26

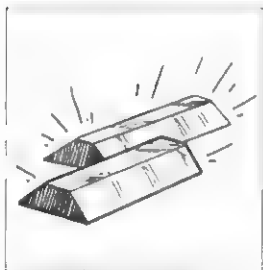
Menagerie



Merty's musical menagerie is a magical leather bag weighing only five pounds. It contains all the musical instruments that any bard could ever need. Simply by reaching in, the bard can retrieve any instrument desired. Although none of the instruments are magical, the menagerie allows the bard to have the proper sound for any occasion.

Menagerie, Merty's Musical 200 2,000 DRAG168-16

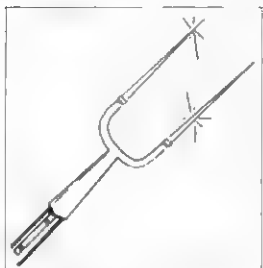
Metal



Metal is the hardened mineral substance from which most weapons and armor are constructed. The common materials for coined money (platinum, gold, electrum, silver, copper, steel) are all metals; although electrum and steel are actually alloys (a combination of more than one metal).

Metal, Orichalcom Relic 95,000 2006-50

Military Fork



A military fork is the warrior's version of a simple agricultural tool. The head consists of two parallel spikes, often fitted with hooks for pulling horsemen off mounts. Certain versions of the fork have a blade mounted below the spikes. Forks are useful not only as thrusting weapons but as tools for climbing, setting up ladders, and hoisting baskets.

Military Fork +1	350	2,500	2011-125
Military Fork +2	700	5,000	2011-125
Military Fork +3	1,400	10,000	2011-125
Military Fork +4	2,800	20,000	2011-125
Military Fork +5	5,600	40,000	2011-125
Military Fork, Pain +4	Relic	P	2016-49

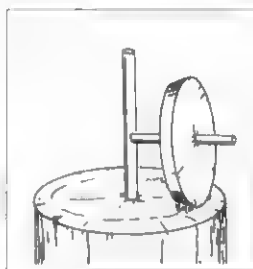
Military Pick



The medieval military pick was a specialized weapon. It originated from the common mining tool, and was adapted to penetrate any armor from chain mail up to full plate. The weapon has a small hammer head balanced by a thick, curved fluke or "crow's beak." This fluke ends in a rounded point that has great piercing power.

Military Pick +1	350	2,500	2011-125
Military Pick +2	700	5,000	2011-125
Military Pick +3	1,400	10,000	2011-125
Military Pick +4	2,800	20,000	2011-125
Military Pick +5	5,600	40,000	2011-125

Mill



This enchanted mill from the Finnish *Kalevala*, called the *Sampo*, looks a common household mill for grinding wheat or other grain into flour. One person can operate it by sitting and cranking the handle, though he can do nothing else while doing so. The *Sampo* can turn straw into meal, salt, or gold upon command.

Mill, Sampo Relic P 1021b-64

Mine, Dimensional



A *dimensional mine* can look like any small item, but most often appears as a small figure carved from jet or other black stone, similar to a *figurine of power*. When the mine is taken into an extradimensional space, such as that created by a *rope trick*, or a *bag of holding*, it ruptures the space, spewing everything in it into the Astral plane.

Mine, Dimensional — 2,000 2121-136

Mirror



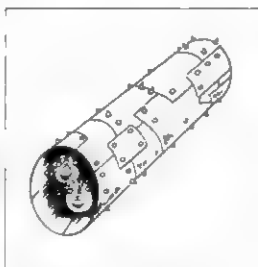
A magical mirror can be of any size and shape, but is almost always large, framed, and hung on a wall or other support. Some are ornate and some are quite plain. All are expensive to construct, requiring a *wish*, a powdered gem of 25,000 gp value or more, and one or more other spells. Many mirrors cannot be moved without breaking their enchantments.

Mirror, Allseeing, Yefar's 900 3,800 DRAG037-47

Name	EP	Cost	Book/Page
Mirror, Barlithian's Mystical	12,000	120,000	DRAG050-20
Mirror, Confusion, Yefar's	450	1,900	DRAG037-47
Mirror, Curing	2,000	20,000	2018-135
Mirror, Duplication	3,000	30,000	AC04-050
Mirror, Emperor's	Relic	P	2108-141
Mirror, Enlightenment	1,000	6,000	2018-135
Mirror, Evem's Envable Image	4,000	24,000	AC11-042
Mirror, Fear	1,200	12,000	2018-135
Mirror, Flaming, Tenh	2,000	8,000	2023-079
Mirror, Great, Yefar's	1,700	4,600	DRAG037-47
Mirror, Images	200	2,000	AC04-051
Mirror, Lake	400	4,000	POLY043-22
Mirror, Lazbekri	Relic	P	2006-51
Mirror, Life Saving	3,000	30,000	CM2-027
Mirror, Life Trapping	2,500	25,000	2100-174
Mirror, Limbo	2,000	6,000	2121-147
Mirror, Memory, Yefar's	800	3,200	DRAG037-47
Mirror, Mental Prowess	5,000	50,000	2100-175
Mirror, Murky	4,000	40,000	2108-046
Mirror, Opposition	—	2,000	210 0-175
Mirror, Reading	500	5,000	AC04-051
Mirror, Recall	5,000	50,000	PHBR4-109
Mirror, Retention	1,200	6,000	2121-140
Mirror, Reversal	1,200	12,000	AC04-051
Mirror, Seeing	1,000	10,000	AC04-051
Mirror, Simple Order	—	3,000	2121-140
Mirror, Sophistication	200	2,000	DRAG168-18
Mirror, Speed, Yefar's	300	800	DRAG037-47
Mirror, Spirit Seeing	1,500	15,000	2018-135
Mirror, Transformation	2,000	20,000	HR1-66
Mirror, Travel	4,500	45,000	DRAG145-40
Mirror, Travel, Improved	5,500	55,000	DRAG145-40
Mirror, Truth	900	9,000	AC04-051
Mirror, Vanity	100	1,000	AC04-051
Mirror, Yin-Yang	Relic	P	2006-68

Missile

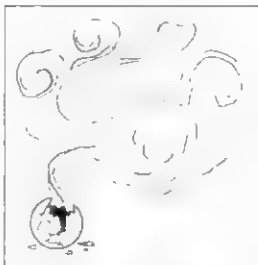
Kruze's magnificent missile is a large, open-ended tube of rusty metal plates bolted loosely together; the tube is 20' long and 10' in diameter. Peering inside the tube reveals two or three spherical creatures with large central eyes and many smaller eyestalks. Other more common types of missiles can be found in the Arrow, Bolt, Bullet, and Quarrel entries.



Missile, Kruze's Magnificent	7,600	22,000	AC11-062
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Mist

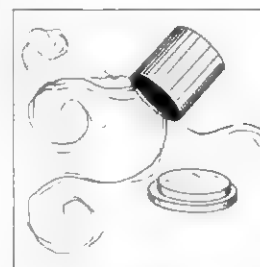
Mist of rapture usually is found in glass globes or metal vials. When released, the mist forms a spherical cloud. The cloud's diameter varies from 15 to 45 feet depending upon the amount released. The vapors are heavy and linger for 1-4 days, drifting very slowly in any wind. They cling to clothing and skin. Victims who breathe the mist are incapacitated for 1d6 rounds.



Mist, Rapture	200	9,000	DRAG039-42
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Mist Maker

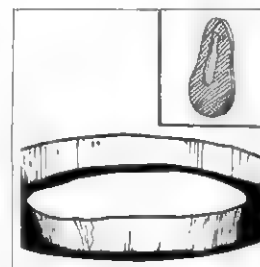
This device appears to be a hand-held crystal vial. When the crystal stopper is removed, the vial produces a 30'-radius cloud of thick mist that no sight, infra-vision, or ultravision can penetrate. The effect lasts for 3d6 rounds but can be dispelled instantly with a *gust of wind* spell. Simply refilling the vial with plain water and allowing it to sit for 24 hours. recharges the item.



Mistmaker, Mert's Miraculous	180	1,800	DRAG168-16
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Moat

A *folding moat* appears to be a large loop of cloth. When placed on the ground, however, it expands to become a trench 30' wide, and 10' deep, enclosing a 500' by 300' area. If a command word is spoken, the moat fills with water that remains until a second command word is spoken.



Moat, Folding	8,000	80,000	POLY058-10
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Moccasins

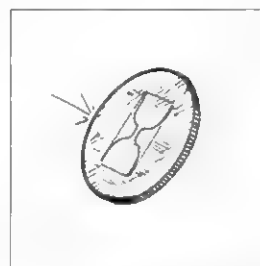
These, low beaded leather shoes are worn by Mazticans and tribesmen everywhere. Moccasin leather is often very soft, making a shoe that allows the wearer to walk quietly through nearly any terrain. See the Boot (page 33) and Shoe (page 128) entries for additional magical options.



Moccasins, Free Movement	1,000	10,000	1066a-82
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Money

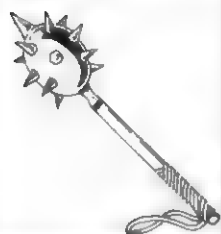
These magical coins work only when they are part of a broken promise. For example, a character is vulnerable if he agrees to stand guard in exchange for money, then flees his post. The curse inflicts 1d4 points of rotting damage each day until the victim fulfills the promise, receives a *remove curse*, spell, or dies. A victim need carry only one coin to be affected.



Money, Raistlin's Cursed	5	25	2021-099
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Name EP Cost Book/Page

Morning Star



A morning star is a wooden club topped with a spiked head. Morning stars are about four feet long. Their heads can be round, oval, or cylindrical, but always are studded with spikes. Most morning star heads are equipped with a long point for thrusting, regardless of the overall design. The weapon's weighted, spiked head allows the wielder to inflict significant damage with every successful swing.

Morning Star +1	400	3,000	2011-125
Morning Star +2	800	6,000	2011-125
Morning Star +3	1,500	10,000	2011-125
Morning Star +4	2,000	15,000	2011-125
Morning Star +5	2,500	20,000	2011-125
Morning Star, Battlestar +4	3,500	35,000	SJR1-76
Morning Star, Breathing	600	3,000	1013-58
Morning Star, Charming	800	4,000	1013-58
Morning Star, Deceiving	200	1,000	1013-58
Morning Star, Defending	800	4,000	1013-58
Morning Star, Deflecting	800	4,000	1013-58
Morning Star, Draining	1,000	5,000	1013-58
Morning Star, Extinguishing	800	4,000	1013-58
Morning Star, Finding	2,000	10,000	1013-58
Morning Star, Flaming	1,200	6,000	1013-58
Morning Star, Flying	1,000	5,000	1013-58
Morning Star, Healing	3,000	15,000	1013-58
Morning Star, Hiding	1,200	6,000	1013-58
Morning Star, Holding	1,000	5,000	1013-58
Morning Star, Lighting	800	4,000	1013-58
Morning Star, Silencing	800	3,800	1013-58
Morning Star, Slowing	800	4,000	1013-58
Morning Star, Speeding	750	3,500	1013-58
Morning Star, Translating	1,000	1,500	1013-58
Morning Star, War, Manticore	1,500	15,000	POLY058-09
Morning Star, Watching	1,000	2,000	1013-58
Morning Star, Wishing	1,200	12,000	1013-58

Mortar



Mortars and pestles are tools used to grind coarse materials into powders. Generally, they are used to grind substances like grain, spices, and other fairly soft materials. Magical varieties allow the user to grind the harder substances, such as rock, granite, metal, gemstones, and magical items (although magical items receive a saving throw versus disintegration). Magical mortars and pestles must be used together.

Mortar & Pestle, Lorloveim's Obsidian	500	2,500	2121-139
Mortar, Everproducing Rice	600	6,000	2018-134

Name EP Cost Book/Page

Mouthpick



For all their might, the eye tyrants (beholders) cannot accomplish the simple task of picking up a stick without aid. To circumvent their lack of appendages, beholders sometimes use mouthpicks, also called *tongue arms*, to manipulate items. These reaching aids are often articulated and usually made of metal. They are held in the tyrant's mouth.

Mouthpick, Beholder	1,000	2,000	1060-112
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Mower



This gnomish invention looks like a heavy chariot powered by a golem. The golem turns a crank that causes the wheels to turn and activates sets of rotary blades on the sides and the front. Several rakes drag behind the chariot and recover any fallen debris. The mower moves 120' per round and causes 2d10 points of damage to anything in its path, including grass, trees, people, and other obstacles.

Mower, King Dorfin's Giant	1,500	150,000	AC11-091
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Muffler



These colorful scarves protect the wearer from the sounds of sirens, harpies, annoying bards, and even the pestering of a spouse, companion, or loved one. Once put on, no sound will reach the wearer's ears until they are removed.

Muffler, Merty's Masterful	200	2,000	DRAG168-16
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Mug



Mugs are large cups crafted from ceramics, metal, bone, shell, or glass. Most have handles. Mugs tend to be thick and heavy; they are often used to drink hot or warm beverages such as soup or tea. Tall mugs, often called flagons or steins, are used to hold ale for drinking.

Mug, Dribbling	—	200	DRAG030-36
Mug, Merty's Mysterious	80	800	DRAG16 8-16
Mug, Plenty	1,000	10,000	FR02-63
Mug, Warming	400	4,000	DRAG030-36

Name EP Cost Book/Page

Mushroom

Merty's multiplanar mushrooms instantly transport the imbiber to the Ethereal plane. The consumer can stay in the plane for as long as he wishes. Eating another returns the imbiber to his or her plane of origin. The chance for random encounters in the Ethereal plane is doubled when these mushrooms are used.



Mushroom, Merty's Multiplanar 1,120 11,250 DRAG168-15

Musk

A healthy application of *Merty's masculine macho musk* will turn any weakling adventurer into a hulking monstrosity with 18/00 strength, which lasts 2-5 rounds. Furthermore, the scent acts as a *friends* spell on anyone within 20' which lasts 5d4 rounds. For some reason, females are repelled by this odor and attack the wearer with intent to kill if they fail a save versus spell.



Musk, Merty's Masculine Macho 120 1,200 DRAG168-16

Muskmelon

A single *Merty's mmm-mmm muskmelon* provides a nutritious meal for one person. Each also has an enchantment that allows it to stay fresh and delicious indefinitely. Furthermore, if a seed from a melon is planted watered, it will sprout into a new melon plant in only six hours. Each seed will sprout one to two melons.



Muskmelon, Merty's Mmm-mmm 50 500 DRAG168-16

Mustard

Mustard is a tangy condiment made from vinegar, ground mustard seed, and salt. Several magical varieties exist, but they are exceedingly rare.

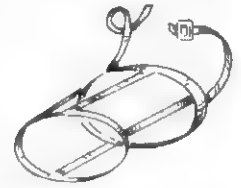


Mustard, Merty's Mystic 300 3,000 DRAG168-15
Mustard, Success 400 4,000 POLY023-12

Name EP Cost Book/Page

Muzzle

This item is constructed from leather straps and metal buckles. A muzzle can be fastened over the mouth of any animal or monster to keep it from biting. Magical muzzles automatically expand or contract to fit any creature. The muzzled creature can breathe, but it cannot open its mouth to bite, eat, pant, or release a breath weapon.



Muzzle, Mauling — 800 AC04-051
Muzzle, Training 800 8,000 1013b-053

Nail

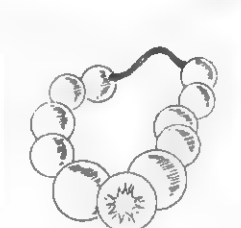
A common iron nail used in medieval carpentry is one to four inches long and very crudely made. Magical nails are nearly identical, although the quality is better. Enchanted nails can be manufactured from some other metal and often are painted. They may be easily overlooked if found with other construction materials.



Nail, Building 1,500 15,000 AC04-051
Nail, Death 400 4,000 AC04-051
Nail, Finger 100 1,000 1013-54
Nail, Pointing 700 7,000 AC04-051
Nail, Securing 400 4,000 AC04-051
Nail, Ten-Penny 300 3,000 AC04-051

Necklace

A necklace is a piece of ornamental jewelry usually made of silver, gold, platinum or some other precious metal, and adorned with gems. As the name suggests, a necklace is always worn on the neck. A necklace can be short enough to fit snugly around the throat, long enough to dangle below the waist, or be just about any length in between.



Necklace, Adaptation 1,000 10,000 2100-175
Necklace, Air Breathing 50 500 DRAG048-85
Necklace, Almor — 2,000 2023-082
Necklace, Alteration 1,000 5,000 DRAG086-28
Necklace, Bad Taste 500 1,000 DRAG091-60
Necklace, Elegant Appearance 600 6,000 DRAG073-39
Necklace, Glittering 500 5,000 AC04-052
Necklace, Greed — 1,200 AC04-052
Necklace, Harmonia 1,000 10,000 1021-64
Necklace, Lilith Relic P IMAG020-31
Necklace, Memory Enhancement 1,000 5,000 2121-141
Necklace, Missiles, Type I 550 2,200 2011-150
Necklace, Missiles, Type II 800 3,200 2011-150
Necklace, Missiles, Type III 1,150 4,600 2011-150
Necklace, Missiles, Type IV 1,800 7,200 2011-150

Name	EP	Cost	Book/Page
Necklace, Missiles, Type V	1,950	7,800	2011-150
Necklace, Missiles, Type VI	2,300	9,200	2011-150
Necklace, Missiles, Type VII	2,950	11,800	2011-150
Necklace, Night Seeing	400	4,000	POLY043-22
Necklace, Pearls, Tarterus	2,000	8,000	2121-147
Necklace, Petrification	—	4,000	AC04-052
Necklace, Protection +1	1,000	5,000	HR1-66
Necklace, Protection +2	2,000	10,000	HR1-66
Necklace, Protection +3	3,000	15,000	HR1-66
Necklace, Protection +4	4,000	20,000	HR1-66
Necklace, Protection +5	5,000	25,000	HR1-66
Necklace, Protection, Charm	2,000	10,000	FR10-84
Necklace, Strangulation	—	1,000	2100-175
Necklace, Ugliness	—	1,200	AC04-052
Necklace, Water Breathing	800	8,000	2003-24

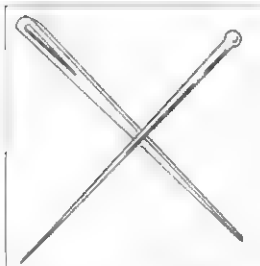
Necklace of Prayer Beads



This item appears to be a normal piece of non-valuable jewelry until it is placed about the neck. Even then, its nature will be revealed only if the wearer is a cleric (excluding druids and PCs otherwise able to use clerical spells such as paladins and rangers). The wearer is more likely to receive desired spells from his deity and enjoys other benefits depending on which beads the necklace has.

Necklace, Prayer Beads, Atonement	500	3,000	2011-151
Necklace, Prayer Beads, Blessing	500	3,000	2011-151
Necklace, Prayer Beads, Curing	500	3,000	2011-151
Necklace, Prayer Beads, Karma	500	3,000	2011-151
Necklace, Prayer Beads, Summon	500	3,000	2011-151
Necklace, Prayer Beads, Wind Walking	500	3,000	2011-151

Needle

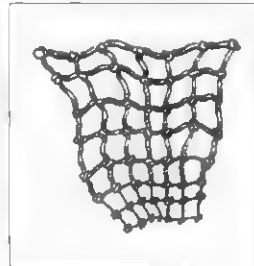


Common needles are mainly used in garment work and come in several shapes and sizes for sewing, knitting, and crocheting. Although hardly an effective weapon, adventurers (ninjas in particular) occasionally carry needles to help achieve surprise or create diversions. These tend to be longer than common sewing needles.

Needle, Death	400	4,000	AC04-052
Needle, Knitting, Speed	600	6,000	DRAG073-37
Needle, Lively Tattoos	1,000	10,000	LC2-34
Needle, Repair	500	5,000	AC04-052
Needle, Sewing	300	3,000	DRAG030-36

Name	EP	Cost	Book/Page
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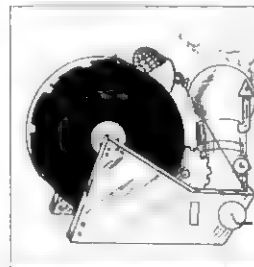
Net



Ordinary nets commonly used by fishermen are large sheets of mesh made of rope or cord. Magical nets can much smaller, (squares or rectangles one to 12 inches long on a side, as indicated or implied in the item description) and usually made of fine metal threads that are intricately woven and often adorned with gems.

Net, Apprehending, Zador's	1,000	5,000	DRAG062-65
Net, Breathing	600	3,000	1013-58
Net, Charming	800	4,000	1013-58
Net, Deceiving	200	1,000	1013-58
Net, Defending	800	4,000	1013-58
Net, Deflecting	800	4,000	1013-58
Net, Drag	1,000	5,000	AC04-052
Net, Draining	800	4,000	1013-58
Net, Entrapment	1,000	7,500	2100-184
Net, Extinguishing	800	4,000	1013-58
Net, Finding	2,000	10,000	1013-58
Net, Fishing	800	4,000	1072a-84
Net, Flaming	1,200	6,000	1013-58
Net, Flying	1,000	5,000	1013-58
Net, Hare	150	1,500	AC04-052
Net, Healing	3,000	15,000	1013-58
Net, Hiding	1,200	6,000	1013-58
Net, Holding	1,000	5,000	1013-58
Net, Landing	1,000	4,000	AC04-053
Net, Lightning	4,000	30,000	1013-58
Net, Profit	1,000	10,000	AC04-053
Net, Restraint, Loyal	1,000	6,000	DLR1-82
Net, Safety	1,000	5,000	LC2-13
Net, Silencing	800	3,800	1013-58
Net, Slicing	900	4,500	1013-58
Net, Slowing	800	4,000	1013-58
Net, Snaring	1,000	6,000	2100-184
Net, Snaring, Spirit	2,000	10,000	2018-135
Net, Sneering	40	400	DRAG156-28
Net, Speeding	750	3,500	1013-58
Net, Translating	1,000	1,500	1013-58
Net, Watching	1,000	2,000	1013-58
Net, Web	500	2,500	2021-093
Net, Wishing	1,200	12,000	1013-58
Net, Worth	1,000	5,000	AC04-053

Net Thrower



This gnomish device throws nets great distances. It uses a spring-loaded wheel and a circular net with small weights attached to it. The wheel spins and launches the net, which flies to its target. A net thrower comes with a mechanical or steam-powered winch to haul the net and its cargo back. It has a range of 100' and affects a 10' x 10' area. It requires a three-gnome crew to operate, and has a 25% chance of malfunctioning every time it is used.

Net Thrower	60	600	AC11-090
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Name EP Cost Book/Page

Nightcap

A nightcap covers the head during sleep. It provides some extra warmth, but is used primarily to keep the wearer's hair out of his face. Its secondary purpose is to keep the lice that often inhabit the scalp from biting and jumping about and keeping the person awake.



Nightcap, Sleep	400	2,000	AC04-053
Nightcap, Vision	600	3,000	AC04-053

Nightingale

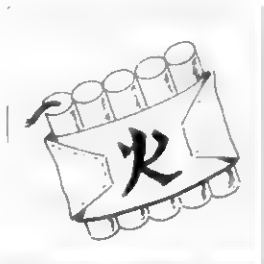
The origin of Queen Ehliissa's marvelous nightingale is unknown; however, one sage asserts that the nightingale was made by Xagy and the goddess of volcanic activity, Joramy, some 17 centuries ago. This bejeweled songbird seems to actually spring to life when its mechanism is activated. The creature is held within a fine mesh of golden wires, much like the cage of a real bird, and when set in motion the nightingale opens its glittering wings, hops to the highest perch in the cage and performs.



Nightingale, Queen Ehliissa's Marvelous	Relic	112,500	2011-160
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Noisome

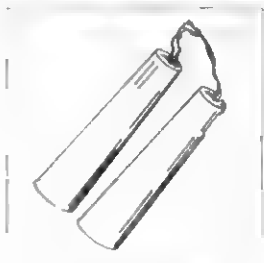
These magical items come in strings of 100 and look like modern-day firecrackers. When lit and cast to the ground, the noisesomes magically explode with a loud bang. Spirits cannot tolerate this noise. Lesser spirits flee for 2-5 rounds. Greater spirits are granted a saving throw versus spell to remain in the area. The explosions cause no damage.



Noisome, Spirit Chaser	1,000	5,000	2018-135
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Nunchaku

This is a martial arts weapon, derived from the common agricultural flail. It consists of two lengths of wood or iron connected by a short chain or cord. It can be used to parry attacks, club an opponent, or catch weapons. It is easily concealed. Martial arts training is required to use this weapon effectively.



Nunchaku, Dancing +2	800	4,000	POLY041-14
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Name EP Cost Book/Page

Oar

Oars are used to propel and steer water craft. An oar consists of a long wooden shaft with a blade at one end and a short, tapered grip at the other end. A metal or leather bracket or sleeve is fitted somewhere near the middle. An oar must be attached to or braced against to the craft's gunwale (side). All oar-driven vessels are fitted with brackets or notches for this purpose.



Oar, Ether	1,000	5,000	AC04-053
Oar, Rowing	600	6,000	AC04-053

Odor

Odors are almost exclusively created by druids and other naturalist priests. They are gases distilled from plants, earth, minerals, or animal byproducts. Some odors are benign and are used as alchemical cures for a variety of injuries and ailments. Other odors are deadly poisons.



Odor, Sleep	1,000	5,000	DRAG119-19
Odor, Wakefulness	200	1,000	DRAG119-19

Odrovir

In Norse legend, a war took place between the Aesir (the 24 deities of Asgard) and the Vanir (the nature deities of Noatun). After the war, both sides spat into a jar, providing their mixed essences as hostages for peace. Kvasir, the wisest of all men, was made of the spittle. Using honey, he made an elixir called Odrovir (or Odhrevir); all who partook of it became poets.



Odrovir	600	6,000	1021b-64
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Oil

"Oil" is a general term for a vast number of products. Oils include lotions and salves that are rubbed on the body for medicinal purposes. Oils also include lubricants that lessen friction between two different objects when they rub together. Many enchanted oils are herbal distillates or infusions. They tend to be non-flammable. Lamp oil is used for lamps and lanterns; it is not particularly explosive although it can be used to feed an existing blaze.



Oil, Absinthe	100	500	DRAG033-47
Oil, Acid Resistance	500	5,000	2100-143

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Oil, African Ju Ju	100	500	DRAG033-47	Oil, Hair Replacement	150	400	POLY065-20
Oil, Agelessness	800	8,000	FR10-81	Oil, High John the Conqueror	500	2,500	DRAG033-52
Oil, Allspice	150	750	DRAG033-47	Oil, Honeysuckle	100	250	DRAG033-52
Oil, Anger	300	1,500	DRAG033-47	Oil, Horridness	—	150	DRAG179-69
Oil, Animation	200	800	POLY065-20	Oil, Hypnotic	300	1,500	DRAG033-52
Oil, Anise	100	500	DRAG033-47	Oil, Hyssop	200	1,000	DRAG033-52
Oil, Aphrodisia	200	1,000	DRAG033-47	Oil, Immovability	350	1,600	POLY065-20
Oil, Aphrodisiac, Starella's	250	1,250	2121-125	Oil, Impact	750	5,000	2100-143
Oil, Arabian Nights	300	1,500	DRAG033-47	Oil, Insect Ward, Murdock's	200	1,000	2121-125
Oil, Ares	150	750	DRAG033-47	Oil, Invisibility	250	500	DRAG179-69
Oil, Armor	400	4,000	FR10-81	Oil, Invulnerability	350	500	DRAG179-69
Oil, Armor	500	1,800	POLY065-20	Oil, Invulnerability, Elemental	2,000	20,000	DRAG130-40
Oil, Aroma of Dreams	300	1,500	2121-125	Oil, Invulnerability, Elemental			
Oil, Attraction	200	1,000	DRAG033-47	Plane, Air	5,000	25,000	2121-127
Oil, Attractiveness	200	350	DRAG179-68	Oil, Invulnerability, Elemental			
Oil, Beauty	400	4,000	FR10-81	Plane, Ash	5,000	25,000	2121-127
Oil, Bergamot	600	1,800	DRAG033-47	Oil, Invulnerability, Elemental			
Oil, Blood, Bat	250	1,750	DRAG033-47	Plane, Dust	5,000	25,000	2121-127
Oil, Blood, Dragon	500	2,500	DRAG033-52	Oil, Invulnerability, Elemental			
Oil, Bottom #20	100	500	DRAG033-47	Plane, Earth	5,000	25,000	2121-127
Oil, Bull	100	500	DRAG033-47	Oil, Invulnerability, Elemental			
Oil, Buoyancy	250	700	POLY065-20	Plane, Fire	5,000	25,000	2121-127
Oil, Carnation	150	750	DRAG033-47	Oil, Invulnerability, Elemental			
Oil, Chocolate	100	500	DRAG033-47	Plane, Ice	5,000	25,000	2121-127
Oil, Citronella	125	625	DRAG033-47	Oil, Invulnerability, Elemental			
Oil, Civet	100	500	DRAG033-47	Plane, Lightning	5,000	25,000	2121-127
Oil, Cleo May	100	500	DRAG033-47	Oil, Invulnerability, Elemental			
Oil, Cloaking	250	500	DRAG179-68	Plane, Magma	5,000	25,000	2121-127
Oil, Commanding	1,000	5,000	DRAG033-47	Oil, Invulnerability, Elemental			
Oil, Concentration	400	2,000	DRAG033-47	Plane, Minerals	5,000	25,000	2121-127
Oil, Confusion	900	4,500	DRAG033-47	Oil, Invulnerability, Elemental			
Oil, Conquering, Glory	1,500	7,500	DRAG033-47	Plane, Ooze	5,000	25,000	2121-127
Oil, Conquering, High	1,000	5,000	DRAG033-52	Oil, Invulnerability, Elemental			
Oil, Controlling	1,000	5,000	DRAG033-47	Plane, Radiance	5,000	25,000	2121-127
Oil, Crab Apple	100	500	DRAG033-47	Oil, Invulnerability, Elemental			
Oil, Crossing	600	1,800	DRAG033-47	Plane, Salt	5,000	25,000	2121-127
Oil, Cumin Seed	100	500	DRAG033-47	Oil, Invulnerability, Elemental			
Oil, Curdled Death	750	3,750	2121-125	Plane, Smoke	5,000	25,000	2121-127
Oil, Curse, Bruno's	—	400	DRAG033-47	Oil, Invulnerability, Elemental			
Oil, Cypress Seed	100	500	DRAG033-47	Plane, Steam	5,000	25,000	2121-127
Oil, Desire Me	500	2,500	DRAG033-52	Oil, Invulnerability, Elemental			
Oil, Dexterity	500	800	POLY065-20	Plane, Vacuum	5,000	25,000	2121-127
Oil, Disenchantment	750	3,500	2100-143	Oil, Invulnerability, Elemental			
Oil, Do As I Say	1,000	5,000	DRAG033-52	Plane, Water	5,000	25,000	2121-127
Oil, Double Cross	600	3,000	DRAG033-52	Oil, Jamaica	200	1,000	DRAG033-52
Oil, Dream	600	1,800	DRAG033-52	Oil, Jinx Removing	1,000	5,000	DRAG033-52
Oil, Dryad of the	250	700	POLY065-20	Oil, Kludde	100	500	DRAG033-52
Oil, Elasticity	250	900	POLY065-20	Oil, Lavender	100	500	DRAG033-52
Oil, Elemental Invulnerability, Air	1,000	5,000	2100-143	Oil, Life	2,000	1,000	DRAG033-52
Oil, Elemental Invulnerability, Earth	1,000	5,000	2100-143	Oil, Life, New	2,500	12,500	DRAG033-52
Oil, Elemental Invulnerability, Fire	1,000	5,000	2100-143	Oil, Lighting	250	500	POLY065-20
Oil, Elemental Invulnerability, Water	1,000	5,000	2100-143	Oil, Lightning Bolts	—	500	POLY065-20
Oil, Enchantment	1,200	6,000	DRAG033-52	Oil, Lily of the Valley	200	1,000	DRAG033-52
Oil, Etherealness	600	1,500	2100-143	Oil, Lorn	250	600	POLY065-20
Oil, Eucalyptus	200	1,000	DRAG033-52	Oil, Magnolia	150	750	DRAG033-52
Oil, Feast, of the	250	500	POLY065-20	Oil, Manpower	400	2,000	DRAG033-52
Oil, Fiery Burning	500	4,000	2100-143	Oil, Mercury	100	1,000	DRAG033-52
Oil, Fire Stilling	200	1,800	DRAG159-18	Oil, Metal Fatigue	400	1,900	POLY065-20
Oil, Frangi Pani	200	1,000	DRAG033-52	Oil, Mojo	100	1,500	DRAG033-52
Oil, Fumbling	—	1,000	2100-143	Oil, Moon	200	1,000	DRAG033-52
Oil, Galangal	100	500	DRAG033-52	Oil, Musk	100	500	DRAG033-52
Oil, Gardenia	200	1,000	DRAG033-52	Oil, Narcissus	200	1,000	DRAG033-52
Oil, Get Away	300	1,500	DRAG033-52	Oil, Nine Mystery	300	1,500	DRAG033-52
Oil, Grape	100	500	DRAG033-52	Oil, Obeah	400	1,500	DRAG033-52
Oil, Grass, Five Finger	250	1,250	DRAG033-52	Oil, Obedience	500	900	DRAG179-69
Oil, Great Devotion	300	500	DRAG179-68	Oil, Olibanum	200	2,000	DRAG033-52

Name	EP	Cost	Book/Page
Oil, Phosphorescence	—	100	DRAG091-53
Oil, Phosphorus	350	800	POLY065-20
Oil, Pickpocket, of the	300	500	DRAG179-69
Oil, Power	1,000	10,000	DRAG033-52
Oil, Preservation	750	4,000	2121-127
Oil, Preservation	500	1,600	POLY065-21
Oil, Primrose	200	1,000	DRAG033-52
Oil, Reversible	1,500	7,500	DRAG033-52
Oil, Romance	200	300	DRAG179-69
Oil, Rosemary	200	600	DRAG033-52
Oil, Rue	100	500	DRAG033-52
Oil, Rust Proofing	400	1,900	POLY065-21
Oil, Sandalwood	300	1,500	DRAG033-52
Oil, Scents	50	250	POLY065-21
Oil, Scribes	500	1,300	POLY065-21
Oil, Scrying	250	700	POLY065-21
Oil, Sharpness +1	100	1,000	2017-090
Oil, Sharpness +2	200	2,000	2017-090
Oil, Sharpness +3	300	3,000	2017-090
Oil, Sharpness +4	400	4,000	2017-090
Oil, Sharpness +5	500	5,000	2017-090
Oil, Sharpness +6	600	6,000	2017-090
Oil, Sickness	350	3,500	PHBR2-105
Oil, Slipperiness	400	750	2100-144
Oil, Snake	250	500	DRAG033-52
Oil, Spikenard	300	1,200	DRAG033-52
Oil, Spirit	300	1,500	DRAG033-52
Oil, Time	600	3,000	DRAG033-52
Oil, Timelessness	500	2,000	2100-144
Oil, Unlocking	300	800	POLY065-21
Oil, Verbena	400	2,000	DRAG033-52
Oil, Vibration	300	1,500	DRAG033-52
Oil, Virgin Olive	100	500	DRAG033-52
Oil, Vision	1,000	5,000	DRAG033-52
Oil, Will Power	500	2,500	DRAG033-52
Oil, Wintergreen	100	500	DRAG033-52
Oil, Wishing	1,200	12,000	DRAG033-52
Oil, XYZ	300	1,500	DRAG033-52
Oil, Ylang Ylang	300	1,500	DRAG033-52
Oil, Zula Zula	250	750	DRAG033-52



Name	EP	Cost	Book/Page
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Ointment

This pale, creamy salve is found in small wooden boxes with cloth applicators. If the entire contents of a box is rubbed on any part of the skin, a magical effect is produced. All ointments look, smell, and taste differently (even among the same types), making them hard to distinguish one from another.



Ointment, Blessing	100	500	AC04-054
Ointment, Healing	1,000	5,000	AC04-054
Ointment, Keoghtom's	500	10,000	2100-173
Ointment, Poison	—	600	AC04-054
Ointment, Scar Removal	150	750	DRAG073-38
Ointment, Scarring	400	4,000	AC04-054
Ointment, Second Sight	2,000	10,000	PC1-60
Ointment, Soothing	600	3,000	AC04-054
Ointment, Tanning	500	2,500	AC04-054

Omelet

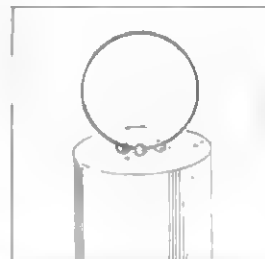
This item is a carton or box made from a lightweight, porous, white material. The outside embossed with glyph that usually depicts a bird or some type of flying contraption. When opened, the carton always is found containing an old, cold, tough, and unappetizing omelet and a waxed-coated bag.



Omelet, Planes, of the	1,000	10,000	DRAG156-28
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Oracle

An oracle appears to be a crystal ball with a slight tinge of color. They were created many years ago for the then Lord Mayor of the city of Greyhawk. However, no one is sure how many oracles are still in the government's possession, and how many have been lost or stolen. An oracle can answer one question a day, as if the owner is consulting a sage (see DMG).

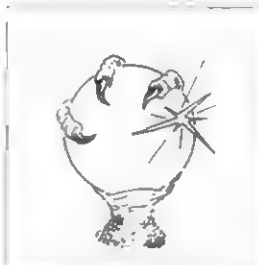


Oracle, Greyhawk, Blue	2,000	12,000	2023-082
Oracle, Greyhawk, Brown	2,000	12,000	2023-082
Oracle, Greyhawk, Green	2,000	12,000	2023-082
Oracle, Greyhawk, Orange	2,000	12,000	2023-082
Oracle, Greyhawk, Red	2,000	12,000	2023-082
Oracle, Greyhawk, Violet	2,000	12,000	2023-082
Oracle, Greyhawk, Yellow	2,000	12,000	2023-082

Name EP Cost Book/Page

Orb

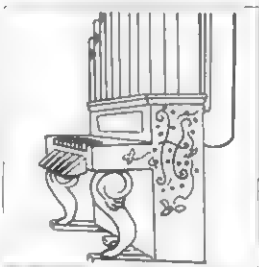
Orbs look much like crystal balls; they are spherical objects that usually are placed in elaborate stands to keep them from rolling or breaking. Many of the most powerful artifacts in existence are orbs, the potent *Orbs of Dragonkind* being only one example.



Orb, Distant Viewing	—	1,000	DRAG168-20
Orb, Dragonkind, Dragon	Relic	40,000	2011-159
Orb, Dragonkind, Dragonette	Relic	30,000	2011-159
Orb, Dragonkind, Elder Wyrn	Relic	70,000	2011-160
Orb, Dragonkind, Firedrake	Relic	60,000	2011-160
Orb, Dragonkind, Grand Dragon	Relic	80,000	2011-160
Orb, Dragonkind, Great Serpent	Relic	50,000	2011-159
Orb, Dragonkind, Hatchling	Relic	10,000	2011-159
Orb, Dragonkind, Wyrnkin	Relic	20,000	2011-159
Orb, Duo-Dimension	500	20,000	FOR2-79
Orb, Golden Death	Relic	75,000	T1:4-127
Orb, Grief	—	1,800	CN2-029
Orb, Holiness	7,500	90,000	FR04-45
Orb, Law	3,000	30,000	DUNG008-31
Orb, Might, Evil	Relic	100,000	2011-160
Orb, Might, Good	Relic	100,000	2011-160
Orb, Might, Neutrality	Relic	100,000	2011-160
Orb, Remote Action	3,000	15,000	SJR1-79
Orb, Silver Dragon	4,000	20,000	DL07-029
Orb, Tyche Diamond	Relic	95,000	1021-57
Orb, Yama	Relic	125,000	CN2-029

Organ

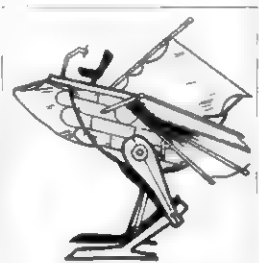
Heward's mystical organ has 77 great and small pipes, a console with many keys of black and white, 13 stops, and three great foot pedals. The bellows that send wind to the pipes are said to be worked by a conjured and chained air elemental of huge size. Each stop causes the pipes to sound in a different voice.



Organ, Heward's Mystical	Relic	25,000	DRA G029-43
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Ornothopter

This vehicle looks like a small boat made of cloth and wood, with four spring-loaded legs and two collapsible, leather wings. When released, the legs cause the ornothopter to spring into the air. Meanwhile, as the crew rewinds the springs, the leather wings open up and allow the ornothopter to safely glide down to the ground.

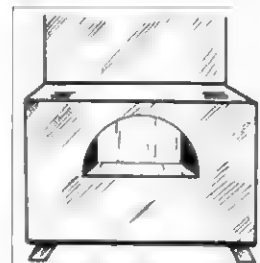


Ornothopter, Hopping	350	3,500	AC11-092
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Name EP Cost Book/Page

Oven

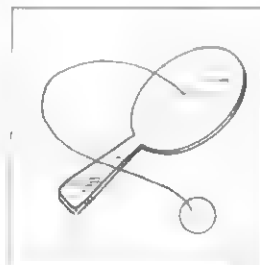
This item appears to be an ordinary stone oven. There is no place for feeding the fire, however. The oven is heated via a connection to the Elemental Plane of Fire. A small number (10%) of these ovens are defective, however, such that a creature from the fire plane may come "through" the connection (5% per month, non-cumulative, for any defective oven).



Oven, Heat	1,000	10,000	DRAG073-39
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Paddleboard

These items are fashioned from a single piece of thin wood about a foot long. They have rounded, fan-shaped paddles with a narrow handle. A ball and elastic string is attached to the center of the paddle. The string made from interwoven sinews, and the ball is usually an opaque crystal that is resilient and nearly indestructible. A magical paddleboard is quite susceptible to fire damage but almost immune to impact damage. Paddleboards can be used to batter opponents up to three times per round, using either the paddle or the ball. Each hit inflicts one point of damage.



Paddleboard, Magical +1	50	250	DRAG134-43
Paddleboard, Magical +2	100	500	DRAG134-43
Paddleboard, Magical +3	150	750	DRAG134-43
Paddleboard, Magical +4	200	1,000	DRAG134-43
Paddleboard, Magical +5 20'	275	1,375	DRAG134-43
Paddleboard, Magical +5 25'	290	1,450	DRAG134-43
Paddleboard, Magical +6	300	1,500	DRAG134-43
Paddleboard, Wondrous Transformation	3,000	15,000	DRAG134-43

Paint

The magical paints described here were enchanted when then city of Blackmoor was in full power. After the city and castle fell into ruin, Blackmoor's mages used the paints to insure their survival in the hostile land. When a paint is applied to the body, the mage is transformed into another character class with weapons, armor class, and appropriate hit points.

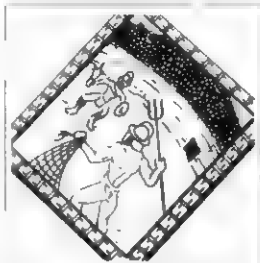


Paint, Blackmoor, Black	300	2,500	2023-083
Paint, Blackmoor, Blue	300	2,500	2023-082
Paint, Blackmoor, Brown	300	2,500	2023-083
Paint, Blackmoor, Green	300	2,500	2023-083
Paint, Blackmoor, Red	300	2,500	2023-082
Paint, Blackmoor, White	300	2,500	2023-083

Name EP Cost Book/Page

Painting

Few magical paintings exist in the AD&D® campaign worlds, but those that do show an amazing diversity of properties. Some can be used by non-mages simply through proper concentration; others can be used to their fullest only by wizards. Most radiate a magical aura, and show no signs of a dweomer even if examined with *detect magic*. Many enchanted paintings have powers that relate directly to what they depict. Magical paintings are expensive to make; the pigments require arcane formulations similar to those used for scrolls of high-level spells. Also, magical paintings tend to be very powerful and, in inexperienced hands, dangerous. Unless otherwise specified, magical paintings are totally resistant to normal fire and to normal or crushing blows. They get a +4 saving throw bonus vs. other hazards (magical fire, electricity, etc.), this reflects the strength of their dweomers.



Painting, "Dragonneel"	—	9,000	DRAG179-13
Painting, "Gladiators, The"	—	48,000	DRAG179-12
Painting, "Glorindel's Gates"	—	1,000	DRAG179-13
Painting, "Igraine's Portraits"	—	54,000	DRAG179-14
Painting, "Watchers, The"	—	12,000	DRAG179-11
Painting, "Widow's Walk"	—	4,000	DRAG179-12
Painting, "Glorindel's Living"	—	36,000	DRAG179-13

Palette

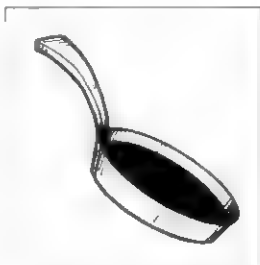
This device offers protection against, *polymorph* spells and the like. The item is an artist's palette covered with bright, mystical paints. To activate the item, the user must paint a self-portrait. The painting does not need to be created with any expertise, but the user must believe the portrait is accurate. Any time the user carries the self-portrait on his person, the portrait suffers the effects of unsuccessful saves versus *polymorph* spells.



Palette, Identity, Bell's	1,000	5,000	2121-133
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Pan

A pan is a shallow container used for frying or baking food, or for bathing. Pans used to cook foods are generally cast from iron; pans used for bathing tend to be made of ceramics, glass, or lightweight metals such as tin. See the Cauldron (page 41) and Basin (page 29) entries for more magical options.

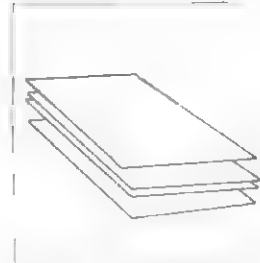


Pan, Frying	100	1,000	DRAG073-36
Pan, Spices	300	1,500	DRAG073-36

Name EP Cost Book/Page

Paper

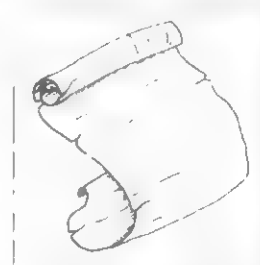
Paper is a high-quality writing surface made from pulped wood or cloth fibers. Paper can be bought by the roll or by the individual page. A roll can be almost any size, and very long rolls usually are wound onto sticks or spindles to make storage and transport easier. Writing and mapping paper is sold in flat or carefully folded sheets.



Paper, Form	200	2,000	2018-135
Paper, Waxed	100	200	LC4-41
Paper, Writing	300	1,500	PHBR4-109

Parchment

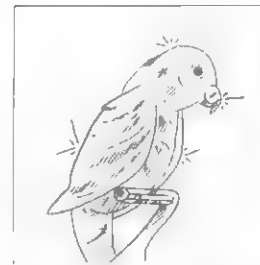
Parchment is a paper-like substance made from animal skins. It tends to be of lower quality than paper, but can be used for the same purposes. Parchment usually is sold in small rolls or in pages one foot square. Parchment tends to have a short life, when compared to paper due to the highly acidic fluids used to cure the hides.



Parchment, Looping	600	3,000	AC04-054
Parchment, Monster Holding	150	1,500	PHBR4-124
Parchment, Self-Protection	1,000	5,000	AC04-054

Parrot

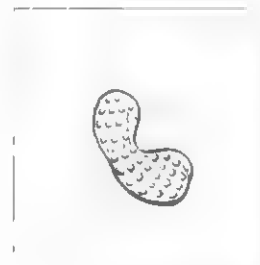
This item is a 12-inch-high statue of a parrot made from clear crystal; it is used to detect trespassers. The parrot typically is placed high on a bookcase or shelf that gives it an unobstructed view of the area it is to oversee. When activated with the proper command word, it operates for 30 days. If an intruder enters the parrot's field of vision, the bird telepathically alerts the user.



Parrot, Crystal	1,500	7,500	2121-135
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Peanut

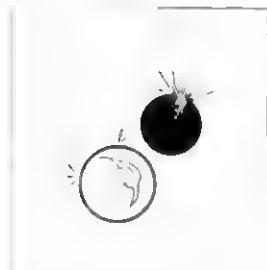
The *eternal peanut* can be opened repeatedly and will provide up to three ounces of peanuts every hour. In a single day the *eternal peanut* can supply rations for one man for a half a day of wilderness travel or one evening's worth of snacks for two.



Peanut, Eternal	1,000	5,000	DRAG030-36
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Name EP Cost Book/Page

Pearl

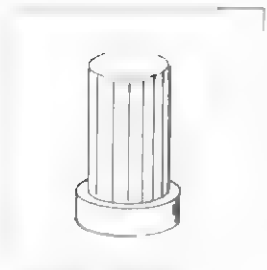


A pearl is a semi-precious gem formed inside various mollusks when irritating objects get trapped within their shells. If the animal cannot eject the object, it covers the object with a smooth, shell-like coating instead. Pearls are fairly hard, but delicate. They are valued for their color and silvery luster.

Pearl, Dragon	10,000	20,000	DRAG126-51
Pearl, Ebbing Tide	400	2,000	2018-135
Pearl, Entrancement	2,000	10,000	DLR1-82
Pearl, Giant Black	Relic	250,000	2013-037
Pearl, Power, 1st	200	2,000	2011-151
Pearl, Power, 2nd	400	4,000	2011-151
Pearl, Power, 3rd	600	6,000	2011-151
Pearl, Power, 4th	800	8,000	2011-151
Pearl, Power, 5th	1,000	10,000	2011-151
Pearl, Power, 6th	1,200	12,000	2011-151
Pearl, Power, 7th	1,400	14,000	2011-151
Pearl, Power, 8th	1,800	18,000	2011-151
Pearl, Power, 9th	1,600	16,000	2011-151
Pearl, Power, Cursed 1st	—	200	2011-151
Pearl, Power, Cursed 2nd	—	400	2011-151
Pearl, Power, Cursed 3rd	—	600	2011-151
Pearl, Power, Cursed 4th	—	800	2011-151
Pearl, Power, Cursed 5th	—	1,000	2011-151
Pearl, Power, Cursed 6th	—	1,200	2011-151
Pearl, Power, Cursed 7th	—	1,400	2011-151
Pearl, Power, Cursed 8th	—	1,800	2011-151
Pearl, Power, Cursed 9th	—	1,600	2011-151
Pearl, Power, Cursed, Special	—	1,800	2011-151
Pearl, Power, Two 1st-6th	*	*	2011-151
Pearl, Protection, Fire	1,000	5,000	2018-135
Pearl, Rising Tide	5,000	50,000	2018-135
Pearl, Sirines, of the	900	4,500	2100-176
Pearl, Wisdom	500	5,000	2100-176
Pearl, Wisdom, Cursed	—	500	2011-151

* Add the appropriate values for each spell that can be recalled.

Pedestal



A pedestal is a support or base for a column, statue, vase, or the like. In architecture, a pedestal lends strength and stability to the structure on top of it. In art, a pedestal raises an item into the air where it is easy to view from almost any angle and protected from errant feet.

Pedestal, Blyphian	2,000	10,000	DLE3-062
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Name EP Cost Book/Page

Pegleg



A pegleg is an artificial replacement for a lower leg lost to accident or misadventure. Different sizes are available, but they generally cost the same. A pegleg's cost mostly depends on the materials used in its construction and the magical dweomers placed on the item. Usually, only characters too poor or weak to bargain for a clerical *regeneration* spell resort to these items.

Pegleg, Walking	900	4,500	1072a-84
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Pellet



This nasty weapon was devised by drow for use against other drow. Pellets have cores of glass, rock crystal, or other hard material. They are prepared by casting a *continual light* spell on a core. The core is dipped in fat or grease, then rolled in clay, which is baked hard. When the pellet is thrown, the fragile clay breaks off, revealing the light.

Pellet, Light	20	50	FOR2-79
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Pen



A pen is a writing and drawing implement that uses ink or thin paint to compose letters, drawings, books, scrolls, etc. Unlike quills, which must be frequently dipped in a small vat of ink, pens contain a small reservoir that holds the ink.

Pen, Excellence	1,200	12,000	PHBR4-125
Pen, Speedy Writing	400	4,000	DRAG073-37
Pen, Truth	1,000	10,000	DRAG073-39

Pendant



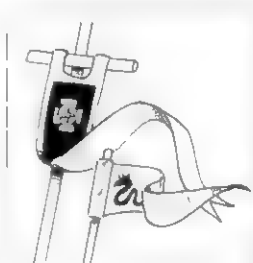
A pendant is an ornamental piece of jewelry, often a precious stone in a metal setting, that is hung from a necklace chain of fine metal. Pendants can also be pinned to an article of clothing or dangled from an earring.

Pendant, Equus	1,500	7,500	DUNG022-34
Pendant, Rahasia	3,000	15,000	B07-030

Name	EP	Cost	Book/Page
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Pennant

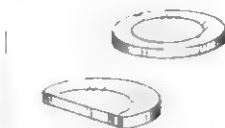
A pennant is a long, tapered flag or standard that commemorates some achievement or serves as the colors and coat of arms of the nobleman or sovereign. Unlike flags and banners, pennants are not commissioned by the leadership of a country. They are strictly used to identify a small group of warriors in a larger army. An army may have dozens of pennants, but flies only one true flag, usually the royal colors and coat of arms of the principality or ruler.



Pennant, Bravery	2,000	10,000	DRAG072-51
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Penny

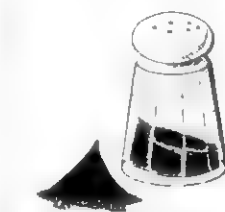
A penny is a small coin, and is often the smallest denomination of coinage used in a country. Occasionally a country will mint half pennies or the citizens actually will cut pennies in half when something smaller is desired. A country's penny is generally minted in the least precious metal available, often copper.



Penny, Luck	1,000	5,000	AC04-054
Penny, Returning	2,000	10,000	DRAG030-37

Pepper

Pepper is a hot spice that comes from a variety of tropical plants and shrubs. Pepper, depending upon the plant that it originates from, can be black, white, gray, green, yellow, or red. Color has nothing to do with how hot the pepper is. The "heat" comes from chemicals in the natural oils produced by the plant.



Pepper, Fire	1,000	5,000	1066a-90
Pepper, Sneezing	50	500	POLY023-12

Periapt

A periapt is a kind of amulet, often studded with a large gemstone or jewel. Periapts are generally hung about the neck, but can be pinned to an outer garment. For more information and magical options, see the Amulet (page 19) and Charm (page 42) entries.



Periapt, Foul Rotting	—	1,000	2100-176
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Name	EP	Cost	Book/Page
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Periapt, Health	1,000	10,000	2100-176
Periapt, Peaceful of Pax	Relic	P	M5-44
Periapt, Proof Against Poison +1	1,500	12,500	2100-176
Periapt, Proof Against Poison +2	2,000	15,000	2100-176
Periapt, Proof Against Poison +3	2,500	20,000	2100-176
Periapt, Proof Against Poison +4	3,000	25,000	2100-176
Periapt, Prophecy Protection	1,500	10,000	DRAG132-23
Periapt, Protection, Vampiric			
Ixitxachitl	1,500	15,000	DRAG048-85
Periapt, Wound Closure	1,000	10,000	2100-176

Philter

Philters are derivatives of natural materials such as tree bark, berry juice, honey, dew, etc. The raw materials are combined with other natural fluids and enchanted to produce a magical effect. Like potions (see page 109) and elixirs (see page 55) all of a philter usually must be consumed to release its magic.



Philter, Beauty	250	1,500	2017-091
Philter, Drunkenness	—	150	DRAG179-69
Philter, Durimal's Merry Blend	800	2,400	DRAG178-18
Philter, Durimal's Potent Draught	800	2,400	DRAG178-18
Philter, Durimal's Sovereign Tonic	800	2,400	DRAG178-18
Philter, Glibness	500	2,500	2100-144
Philter, Love	200	300	2100-144
Philter, Persuasiveness	400	850	2100-144
Philter, Stammering and Stuttering	—	1,500	2100-144

Phylactery

Phylacteries are priestly items that come in two forms. The first is a small arm wrapping inscribed with holy writings and verses from the priest's deity. The second is a container of any type and shape that holds a holy relic. Generally, the relic held has no real monetary value (except to the priest and his creed) and is small enough so that it and its container can be held and hid easily in the palm of the hand. These containers often are strapped to the arm or forehead.



Phylactery, Bravery	1,800	9,000	DRAG179-73
Phylactery of Faithfulness	1,000	7,500	2100-176
Phylactery of Long Years	3,000	25,000	2100-176
Phylactery of Monstrous			
Attention	—	2,000	2100-176

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
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Pick

The *pick of earth parting* allows its wielder to cut through elemental earth quickly. The wielder must have Strength of 17 or greater to use it. The pick creates a smooth, clean surface regardless of the user's the mining skills. All rubble from the excavation magically disappears, leaving a clear passage. See the *Military Pick* entry (page 94) for more magical options.



Pick, Earth Parting	5,000	25,000	2121-142
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Pickaxe

This miner's tool is used for breaking up rock and hard-packed earth. It is essential to any mining operation. A pickaxe can be used in combat, but is not a weapon. In addition to normal nonproficiency penalties, a pickaxe confers and additional -2 penalty on all attack rolls, but if the blow lands, it causes 1d6 points of damage.



Pickaxe, Piercing	2,000	20,000	FR11-44
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Pie

A pie is a baked dish with a pastry or dough shell. Pies have moist centers containing meats, fruits, vegetables, nuts, or a combination of ingredients. Magical pies are one-use items that can be stored for months before spoiling. Once spoiled, the enchantment contained within is dispelled.



Pie, Four & Twenty Blackbirds	250	800	POLY023-23
Pie, Raspberries	500	700	POLY023-23
Pie, Rhubarb	1,000	5,000	POLY023-23

Pigment

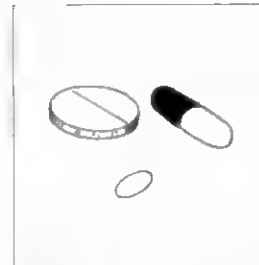
Pigments are powders which have been mixed with water, oil, or other liquid to produce a colored paste or paint. Most pigments are made from a single substance, but some are blended to produce a particular hue.



Pigment, Longevity	3,000	30,000	DUNG010-63
Pigment, Nolzur's Marvelous	500	3,000	2100-175

Pill

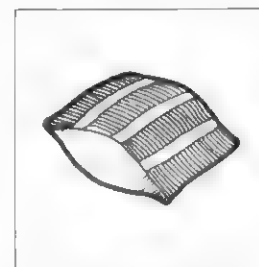
Pills are small water-soluble tablets that serve a number of purposes. First, pills can be swallowed to relieve the symptoms of a number of ailments. Pills can also be dissolved in fluids to produce a desired effect. See the *Tablet* entry, page 140 for more magical options.



Pill, Desalination	100	500	LC4-41
Pill, Dispel Hangover	100	700	DRAG073-40
Pill, Plentiful Water	2,000	20,000	DRAG073-37
Pill, Tanglefoot	100	350	DRAG002-29

Pillow

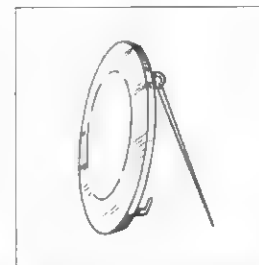
A pillow is a soft case or bag filled with a yielding material such as goose down. The bag is sewn so the material cannot leak out. Pillows are used to make sitting, sleeping, or lying down more comfortable. Magical pillows are extremely rare and are often valued by those suffering from insomnia or other sleep disorders.



Pillow, Regeneration	5,000	40,000	POLY043-21
Pillow, Restlessness	—	500	new item

Pin

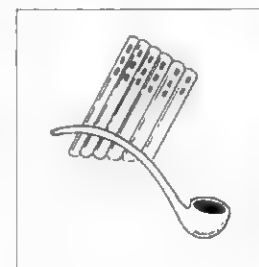
Pins are simple bits of decorative jewelry that are attached to clothing. They can be added merely for adornment, or they can be functional, holding a cloak or other garment closed. Most pins have a clasp or cap that keeps the pin's sharp point from piercing the user's skin or slipping out of the material it has been stuck through.



Pin, Communication	1,000	10,000	POLY058-31
Pin, Iron, Icy Sea	500	4,500	2023-081

Pipe

Magical smoking pipes are often found with canisters of tobacco. The pipe is used by filling the bowl with combustible material, lighting it, and inhaling the resulting smoke. Musical pipes, however, are metal, bone, wood, or reed tubes of different lengths bound together side by side with leather or reed thongs. Sound is made by blowing across the aligned upper ends.



Name	EP	Cost	Book/Page
Pipe, Aromatic	400	4,000	AC04-054
Pipe, Brewers, of the	300	3,000	DRAG120-18
Pipe, Bubble	100	1,000	AC04-054
Pipe, Copper	200	2,000	AC04-055
Pipe, Doom	2,000	10,000	DUNG028-09
Pipe, Dorfin's Organ	600	6,000	AC11-090
Pipe, Gas	250	2,500	AC04-055
Pipe, Halfling	300	3,000	AC04-054
Pipe, Haunting	400	4,000	2100-176
Pipe, Hot Air	100	1,000	DRAG073-39
Pipe, Lasting	250	2,500	DRAG030-36
Pipe, Madness	—	1,500	7014-46
Pipe, Pain	—	1,250	2100-176
Pipe, Pan	3,000	30,000	AC04-055
Pipe, Panic	3,000	30,000	PC1-60
Pipe, Puckering	100	1,200	AC04-055
Pipe, Reeking	1,000	12,000	DRAG054-77
Pipe, Self-Lighting	100	1,000	AC04-055
Pipe, Sewers, of the	2,000	8,500	2100-177
Pipe, Smoke Rings	200	2,000	DRAG073-40
Pipe, Smoking	300	3,000	AC04-055
Pipe, Snake Summoning	350	3,500	POLY017-07
Pipe, Snowmen, of the	200	2,000	POLY056-18
Pipe, Sounding	1,000	10,000	2100-177
Pipe, Speaking	320	3,200	AC04-055
Pipe, Water	200	2,000	AC04-055

Pipeweed

Pipeweed is similar to tobacco. It is used in pipes (or rolled in papers to create cigars or cigarettes). Like tobacco, pipeweed is ground from dried leaves. The prices listed below are for a single dose of pipeweed. Its expense is due to its rarity (as smoking is unknown in many cultures).



Pipeweed, Illusion	200	2,000	DRAG002-13
Pipeweed, Stoning	300	3,000	DRAG002-13
Pipeweed, Tranquillity	400	4,000	DRAG002-13

Pitcher

A pitcher is a container used to hold fluids. Pitchers normally have elaborate handles sturdy enough to carry the weight of the pitcher and anything placed in it. They also have lips that allow drip-free pouring. Pitchers usually are ceramic, but they can be made from metal, glass, or leaded crystal.



Pitcher, Blending	300	3,000	DRAG0 73-38
Pitcher, Plentiful Pouring	600	6,000	DRAG073-40

Name	EP	Cost	Book/Page
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Pitchfork

The pitchfork is a handy farm implement that can serve as a lethal weapon when no other is available (it inflicts almost the same damage as a trident). The tool has a long wooden handle that ends in a head equipped with several tines, there can be as few as three and as many as five prongs. It is mainly used to move (pitch) hay or straw.

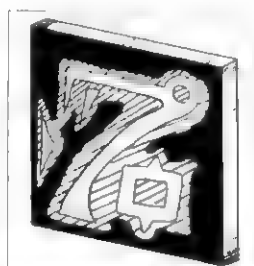


Pitchfork, Penetration

700	7,000	AC04-055
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Placard

The magical placards described here bear the hallowed symbols of the monks of the old S'tung Monastery. Each is a cream-colored card two hands tall by one and a half hands wide (about 18" by 12"). Each has a powerful magical symbol painted in black and trimmed with gold. Ink collected from giant river squids and blessed and purified by the monks is used to paint the signs. The cards are formed of flax and silk fibers, mixed with pulp from bamboo, tocara root (a local tuber), and dried flowers of the dogwood plant. (See the Deck and Card entries for more magical possibilities.)

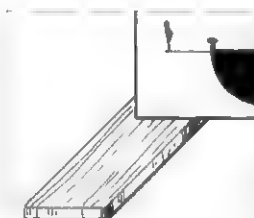


Placard, Edu'sascar

700	7,000	1032-063
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Plank

This magical item is popular among spelljamming pirates and privateers throughout Greyspace. When extended, the plank magically stretches beyond a vessel's gravity plane and atmosphere envelope. Once a character walks onto the plank, one step actually moves the character the equivalent of four steps. Blindfolded who are forced to "walk the plank" soon find themselves set adrift in wildspace.



Plank, The

700	3,500	1072a-84
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Plant

Throughout history, many plants have been known to have medicinal properties. Medicinal plants can be found in nearly any climate or terrain, but an experienced eye is required to know the helpful plants from the mundane or even the poisonous ones. There are plants that have magical properties, but these are extremely rare.



Name	EP	Cost	Book/Page
Plant, Aaron's Rod	—	1 sp	DRAG082-15
Plant, Adder's Tongue	—	15 cp	DRAG082-15
Plant, Birthwort	—	7 cp	DRAG082-15
Plant, Comfrey	—	8 cp	DRAG082-16
Plant, Garlic	—	5 cp	DRAG082-16
Plant, Herb True-Love	—	15 cp	DRAG082-17
Plant, Juniper Berry	—	1 sp	DRAG082-18
Plant, Marsh-Mallow	—	25 cp	DRAG082-18
Plant, Sphagnum Moss	—	30 cp	DRAG082-19
Plant, St. John's Wort	—	35 cp	DRAG082-18
Plant, Woundweed	—	10 gp	DRAG082-19

Plate

The term "plate" describes two kinds of objects that serve a number of functions. One type of plate is a shallow, circular dish made of earthenware, wood, or metal. These are used to hold food. A second type of plate is a flat, polished piece of metal which is engraved and etched with symbols, drawings, and writing; this type is used during the printing process.

Plate, Book	750	7,500	AC04-056
Plate, Counterfeiting	1,200	12,000	AC04-056
Plate, Dinner	800	8,000	AC04-056
Plate, Leomund's	700	7,000	DRAG028-31

Pluma-

Pluma is a benign type of Maztican magic that has its roots in the power of the Feathered Dragon, Qotal. It is most beneficial to those with peaceful intent. The primary symbol of pluma is the feather; the brighter the better. Macaws, parrots, and hummingbirds are trapped for their plumage which is necessary for working this magic.

Plumalitter	3250	17,500	1066a-82
Plumastone	1,600	8,000	1066a-82
Plume, Maat Ivory	Relic	125,000	1021-59

Poker

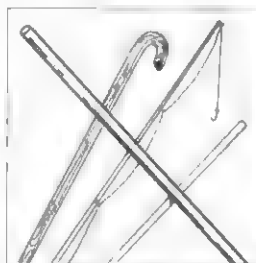
A poker is a metallic tool used tend fires. It is a simple rod with a prong or hook near one end. The hook can be used to move burning logs within a fireplace or campfire. Most pokers are two to four feet long and made of black wrought iron.

Poker, Draw	600	6,000	AC04-056
Poker, Fire Control	5,000	25,000	AC04-056
Poker, Searing	700	7,000	AC04-056
Poker, Summoning	600	3,000	AC04-056

Name	EP	Cost	Book/Page
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Pole

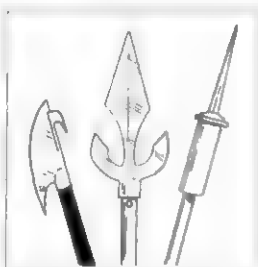
Poles are 10-foot-long wooden rods about two inches thick. Magical poles are immune most attacks, but susceptible to magical fire or fiery dragon breath. Generally, they cannot be chopped apart or broken by brute strength. Particularly cautious adventurers use common poles to test floors or prod piles of rags or trash to see if anything jumps out of them before they approach themselves.



Pole, Angling	400	2,000	AC04-056
Pole, Exaggeration	1,500	6,000	AC04-057
Pole, Levitation	2,000	15,000	AC04-057
Pole, Monster Fishing	1,500	8,000	AC04-057
Pole, Rescue	1,000	5,000	AC04-057
Pole, Treasure Fishing	6,000	20,000	AC04-057

Polearm

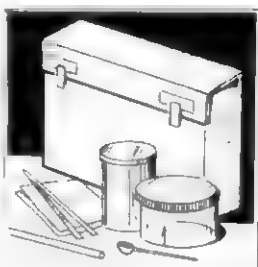
Polearms are melee weapons with blades or heads mounted on wooden shafts four to six feet long. Because of their size, all polearms are two-handed weapons. Depending on the type of head, a polearm can be used to thrust, chop, or hook opponents. Several different types of polearms are described in the equipment section of the *Players Handbook*.



Polearm, Tol-kendar	—	15	2016-31
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Portmanteau

Tenser's portmanteau of frugality is large, black leather traveling case containing a bewildering number of small instruments tweezers, measuring beakers, small ceramic jars, and the like. It can be used to extract the greatest possible benefit from certain one-use magical items by partially diluting or admixing them.



Portmanteau, Frugality, Tenser's	6,000	30,000	2121-145
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Portrait

A portrait is a painting that captures or represents the likeness of an individual (see the Painting entry for more magical possibilities). A portrait can as small as a fingernail for a cameo, locket, or other jewelry, or large enough to fill a whole wall or ceiling.



Portrait, Longevity	5,000	50,000	DUNG010-63
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Name	EP	Cost	Book/Page
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Pot

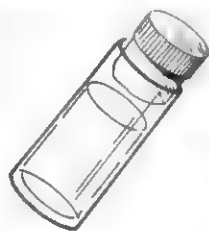
Pots are round, deep containers. Household pots are metallic and are used to boil water or roast foods. Horticultural pots usually are made from kiln-fired clay and have small drainage holes at the bottom. They are used to hold soil for flowers, small trees, or other beneficial plants.



Pot, Plant Protection	1,000	5,000	DRAG073-37
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Potion

Potions are magical draughts typically found in ceramic, crystal, glass, or metal flasks or vials. Each container generally contains enough fluid to provide one person with a single dose. See the Balm, Elixir, Ichor, Ointment, Philter, and Salve entries for more magical possibilities.



Potion, Absorption	700	1,200	POLY065-12
Potion, Advanced Meditation	300	700	POLY065-12
Potion, Agility	500	900	1013-49
Potion, Aging	250	500	POLY065-12
Potion, All-Purpose Healing	200	600	POLY065-12
Potion, Allergy Suppressant	100	200	DRAG163-24
Potion, Alternate Profession	250	700	POLY065-12
Potion, Ambrosia	200	300	1021-63
Potion, Anti-Magic	800	3,000	POLY065-12
Potion, Anti-Sleep	350	500	POLY067-10
Potion, Antidote	200	400	1013-49
Potion, Arcane Comprehension	400	1,200	DUNG035-65
Potion, Archmagedom	450	1,500	POLY065-12
Potion, Babblejuice	100	200	DRAG163-21
Potion, Blending	300	500	1013-49
Potion, Blindness	—	250	POLY065-12
Potion, Bloodstop	100	200	DRAG163-24
Potion, Bouncing	250	400	POLY065-12
Potion, Brainflight	300	500	DRAG163-21
Potion, Breath Cleanser	100	200	DRAG163-24
Potion, Bubbles	50	250	POLY065-12
Potion, Bug Repellent	100	200	1013-49
Potion, Burns Salve I	200	300	DRAG163-21
Potion, Burns Salve II	250	350	DRAG163-21
Potion, Burns Salve III	300	400	DRAG163-21
Potion, Cause Light Wounds	200	400	DRAG076-17
Potion, Cause Serious Wounds	400	800	DRAG076-17
Potion, Chameleon Power	350	700	POLY065-12
Potion, Childishness	—	8,000	POLY065-12
Potion, Clairaudience	250	400	2100-141
Potion, Clairvoyance	300	500	2100-141
Potion, Clarity	550	1,100	POLY065-12
Potion, Clay	950	4,250	POLY065-12
Potion, Clean And Dry	100	250	POLY065-12
Potion, Clearwater	200	300	2003-24
Potion, Climbing	300	500	2100-141

Name	EP	Cost	Book/Page
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Potion, Cold Resistance	250	500	POLY065-12
Potion, Confusion	—	250	POLY065-12
Potion, Contact Disruption	400	800	POLY065-12
Potion, Control, Animal, All	250	400	2100-141
Potion, Control, Animal, Avian	250	400	2100-141
Potion, Control, Animal, Fish	250	400	2100-141
Potion, Control, Animal, Mammal/Marsupial	250	400	2100-141
Potion, Control, Animal, Mammal/Marsupial/Avian	250	400	2100-141
Potion, Control, Animal, Reptile/Amphibian	250	400	2100-141
Potion, Control, Animal, Reptile/Amphibian/Fish	250	400	2100-141
Potion, Control, Animal, Superior	300	600	POLYINT27
Potion, Control, Damage	400	4,000	WG5-25
Potion, Control, Dragon, Black	700	7,000	2100-142
Potion, Control, Dragon, Brass	700	7,000	2100-142
Potion, Control, Dragon, Bronze	700	7,000	2100-142
Potion, Control, Dragon, Chiang Lung	700	7,000	2018-130
Potion, Control, Dragon, Cloud	700	7,000	2018-130
Potion, Control, Dragon, Copper	700	7,000	2010-142
Potion, Control, Dragon, Evil	700	7,000	2100-142
Potion, Control, Dragon, Gold	700	7,000	2100-142
Potion, Control, Dragon, Good	700	7,000	2100-142
Potion, Control, Dragon, Green	700	7,000	2100-142
Potion, Control, Dragon, Li Lung	700	7,000	2018-130
Potion, Control, Dragon, Lung Wang	700	7,000	2018-130
Potion, Control, Dragon, Mist	700	7,000	2018-130
Potion, Control, Dragon, Pan Lung	700	7,000	2018-130
Potion, Control, Dragon, Red	700	7,000	2100-142
Potion, Control, Dragon, Shen Lung	700	7,000	2018-130
Potion, Control, Dragon, Silver	700	7,000	2100-142
Potion, Control, Dragon, T'ien Lung	700	7,000	2018-130
Potion, Control, Dragon, White	700	7,000	2100-142
Potion, Control, Dragon, Yu Lung	700	7,000	2018-130
Potion, Control, Dwarves	500	900	2100-143
Potion, Control, Elemental, Air	600	3,000	2121-125
Potion, Control, Elemental, Earth	600	3,000	2121-125
Potion, Control, Elemental, Fire	600	3,000	2121-125
Potion, Control, Elemental, Water	600	3,000	2121-125
Potion, Control, Elves/Half-Elves	500	900	2100-143
Potion, Control, Elves/Half-Elves/Humans	500	900	2100-143
Potion, Control, Giant, Cloud	600	6,000	2100-142
Potion, Control, Giant, Fire	600	6,000	2100-142
Potion, Control, Giant, Frost	600	6,000	2100-142
Potion, Control, Giant, Hill	600	6,000	2100-142
Potion, Control, Giant, Stone	600	6,000	2100-142
Potion, Control, Giant, Storm	600	6,000	2100-142
Potion, Control, Gnomes	500	900	2100-143
Potion, Control, Half-Orcs	500	900	2100-143
Potion, Control, Halflings	500	900	2100-143
Potion, Control, Housecat	250	2,500	DRAG030-36
Potion, Control, Human	500	900	DRAG130-40
Potion, Control, Humanoids	500	900	2100-143
Potion, Control, Plant	250	300	2100-144
Potion, Control, Undead, Ghost	700	2,500	2100-144
Potion, Control, Undead, Ghost	700	2,500	2100-144
Potion, Control, Undead, Ghoul	700	2,500	2100-144
Potion, Control, Undead, Shadow	700	2,500	2100-144
Potion, Control, Undead, Skeleton	700	2,500	2100-144
Potion, Control, Undead, Spectre	700	2,500	2100-144
Potion, Control, Undead, Vampire	700	2,500	2100-144
Potion, Control, Undead, Wight	700	2,500	2100-144

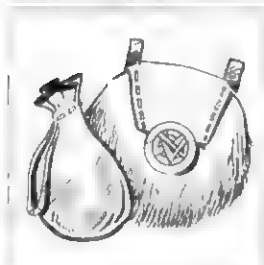
Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Potion, Control, Undead, Wraith	700	2,500	2100-144	Potion, Gluttony	—	100	POLY065-15
Potion, Control, Undead, Zombie	700	2,500	2100-144	Potion, Golden Silence	250	400	POLY065-15
Potion, Corrosive Touch	700	1,200	POLY065-12	Potion, Good Humor	500	2,000	POLY065-15
Potion, Craftsmanship	400	800	POLY065-12	Potion, Gray Slumber	250	600	POLY065-15
Potion, Creation	250	400	POLY065-13	Potion, Greensprouting	300	600	POLY065-15
Potion, Danger Detection	250	600	POLY065-13	Potion, Growth	250	300	2100-143
Potion, Deafness	—	800	POLY065-13	Potion, Hair Restorer	100	250	DRAG163-21
Potion, Defense +1	200	1,000	1013-49	Potion, Hangover Remedy	100	200	DRAG163-21
Potion, Defense +2	400	2,000	1013-49	Potion, Healing	200	400	2100-143
Potion, Defense +3	600	3,000	1013-49	Potion, Healing Poultice I	200	400	DRAG163-21
Potion, Defense +4	800	4,000	1013-49	Potion, Healing Poultice II	400	800	DRAG163-21
Potion, Defense +5	1,000	5,000	1013-49	Potion, Healing Poultice III	500	1,000	DRAG163-21
Potion, Deftness, Dex 17	500	800	POLY065-13	Potion, Healing, Super	500	1,000	CM2-027
Potion, Deftness, Dex 18	700	1,000	POLY065-13	Potion, Herbal Draught	200	450	CB2-029
Potion, Deftness, Dex 19	900	1,200	POLY065-13	Potion, Heroic Action	350	800	POLY065-15
Potion, Deftness, Dex 20	1,000	1,300	POLY065-13	Potion, Heroism	300	500	2100-143
Potion, Deftness, Dex 21	1,200	1,500	POLY065-13	Potion, Homunculus Creation	600	1,500	1031-77
Potion, Delusion	—	150	2100-141	Potion, Horn of Plenty	250	500	POLY065-15
Potion, Digestion	200	500	POLY065-14	Potion, Immiscibility Protection	500	1,000	POLY065-15
Potion, Digging	400	1,200	POLY065-14	Potion, Immunity, Aging	2,000	40,000	POLY065-15
Potion, Diminution	300	500	2100-141	Potion, Immunity, Cursed			
Potion, Direction	350	800	DRAG091-53	(Instant Death)	2,000	40,000	POLY065-15
Potion, Disenchantment, Permanent	2,000	6,000	POLY065-14	Potion, Immunity, Death Magic	2,000	40,000	POLY065-15
Potion, Dragon Armor	400	1,600	POLY065-14	Potion, Immunity, Disease	2,000	40,000	POLY065-15
Potion, Dragon Breath	500	1,400	POLY065-14	Potion, Immunity, Lycanthropes	350	500	DRAG002-29
Potion, Dragon Sight	200	2,000	DLA1-057	Potion, Immunity, Normal Weapons	2,000	40,000	POLY065-15
Potion, Dreaming	300	500	DRAG179-68	Potion, Immunity, Poison	2,000	40,000	POLY065-15
Potion, DreamSpeak	800	4,000	1013-49	Potion, Infravision	200	500	POLY065-15
Potion, Drunkenness	—	250	POLY065-14	Potion, Inner Strength	250	700	POLY065-15
Potion, Dwarfswater	100	200	POLY065-14	Potion, Insulation	250	600	POLY065-15
Potion, Elasticity	300	3,000	PHBR4-124	Potion, Invisibility	250	500	2100-143
Potion, Elemental Form, Air	400	700	1013-49	Potion, Invulnerability	350	500	2100-143
Potion, Elemental Form, Earth	400	700	1013-49	Potion, Iron Handedness	300	600	POLY065-15
Potion, Elemental Form, Fire	400	700	1013-49	Potion, Ishtar's Truth	750	1,400	2021-091
Potion, Elemental Form, Water	400	700	1013-49	Potion, Ivy Ointment	100	250	DRAG163-24
Potion, Enchantment	400	1,400	POLY065-14	Potion, Kanzaz	400	1,400	POLY065-15
Potion, Energy	500	6,000	DRAG099-49	Potion, Kindness	250	400	POLY065-15
Potion, Enlightenment	500	900	LNR1-95	Potion, Language Learning	1,000	5,000	POLY065-15
Potion, ESP	500	850	2100-142	Potion, Lethargy	—	250	POLY065-15
Potion, Essence of Darkness	300	3,000	PHBR2-104	Potion, Levitation	250	400	2100-143
Potion, Essence Transference	300	1,000	POLY065-14	Potion, Lichdom	1,000	2,500	DRAG076-17
Potion, Eternal Slumber	50	1,000	POLY065-14	Potion, Life Stealing	800	4,000	POLY065-15
Potion, Ethereality	300	500	1013-49	Potion, Life Suspension	500	1,500	POLY065-15
Potion, Explosions	450	900	DRAG091-53	Potion, Lightning Form	500	1,500	POLY065-15
Potion, Fire Breath	400	4,000	2100-142	Potion, Longevity	500	1,000	2100-143
Potion, Fire Resistance	250	400	2100-142	Potion, Love	200	300	DRAG163-21
Potion, Fire Vulnerability	—	250	POLY065-14	Potion, Luck	500	2,500	POLY065-15
Potion, Firegel	250	400	DRAG163-21	Potion, Luck	600	1,500	1013-50
Potion, Fish Summoner	250	400	DRAG163-24	Potion, Luminescence	250	800	POLY065-15
Potion, Flameoil	250	400	DRAG163-24	Potion, Lycanthropy, Seawolf	—	500	POLY065-16
Potion, Fluidness	750	1,500	POLY065-14	Potion, Lycanthropy, Werebadger	50	500	POLY065-16
Potion, Flying	500	750	2100-142	Potion, Lycanthropy, Werebear	50	500	POLY065-16
Potion, Forewarning	600	1,200	POLY065-14	Potion, Lycanthropy, Wereboar	50	500	POLY065-16
Potion, Forgetfulness	—	250	POLY065-14	Potion, Lycanthropy, Werefox	50	500	POLY065-16
Potion, Forgetfulness	400	800	DRAG028-31	Potion, Lycanthropy, Wererat	50	500	POLY065-16
Potion, Fortitude	900	6,000	1013-49	Potion, Lycanthropy, Werewolf	50	500	POLY065-16
Potion, Foul Water	—	2,000	POLY065-14	Potion, Lycanthropy, Weretiger	50	500	POLY065-16
Potion, Freedom	500	900	1013-49	Potion, Mage Wine	400	900	POLY065-16
Potion, Fresh Air	350	700	POLY065-14	Potion, Magic Blocking	400	2,000	POLY065-16
Potion, Fright	—	250	POLY065-14	Potion, Magic Enhancement	500	1,800	POLY065-16
Potion, Fur Growth	125	250	POLY065-14	Potion, Magic Peas	—	250	POLY065-16
Potion, Gaseous Form	300	400	2100-142	Potion, Magic Resistance	900	3,000	POLY065-16
Potion, Genius	300	800	POLY065-14	Potion, Magic Resistance	500	1,000	FOR2-70
Potion, Ghost Infusion	500	1,000	DRAG076-17	Potion, Magic Shielding	450	900	POLY065-16
Potion, Ghostliness	600	1,800	POLY065-14	Potion, Magnetism	100	250	POLY065-16
Potion, Glow Water	100	200	DRAG163-24	Potion, Magnification	250	800	POLY065-16

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Potion, Maidenweed	100	250	DRAG163-21	Potion, Singing	200	500	POLY065-18
Potion, Master Thievery	500	5,000	PHBR2-105	Potion, Sleep Bestowing	500	1,000	POLY065-18
Potion, Merging	500	2,500	1013-50	Potion, Sleep Breathing	250	2,500	PHBR2-105
Potion, Mermaid's Breath	400	1,000	DRAG163-21	Potion, Sleeping Draught	200	600	DRAG163-24
Potion, Metal Immunity	1,000	3,750	POLY065-16	Potion, Sleepy Breath	250	500	POLY065-18
Potion, Midas Touch	500	1,500	POLY065-17	Potion, Smelling Salt	100	150	DRAG163-24
Potion, Mind Damp	400	2,500	DRAG002-29	Potion, Snake Crawling	250	500	POLY065-18
Potion, Mind Focusing	800	1,500	POLY065-17	Potion, Sobriety	200	400	POLY065-18
Potion, Mirage	1,000	3,500	POLY065-17	Potion, Speech	200	400	1013-50
Potion, Mirror Eyes	1,800	10,000	POLY065-17	Potion, Speed	200	450	2100-144
Potion, Mist of Rapture	200	9,000	FR04-47	Potion, Spelljamming	600	2,500	POLY065-19
Potion, Monster Creation	200	400	POLY065-17	Potion, Stamina Draught	500	900	DRAG163-24
Potion, Nerve Tonic	300	1,500	DRAG163-24	Potion, Stone Form	500	1,100	POLY065-19
Potion, Noxious Resistance	400	900	POLY065-17	Potion, Strength, Cloud Giant	700	1,300	2100-142
Potion, Nullscent	400	1,200	DRAG163-21	Potion, Strength, Fire Giant	650	1,200	2100-142
Potion, Numbing Salve	500	1,500	DRAG163-24	Potion, Strength, Frost Giant	600	1,100	2100-142
Potion, Nutrition	150	500	DRAG091-54	Potion, Strength, Hill Giant	500	900	2100-142
Potion, Open Mind	—	500	POLY065-17	Potion, Strength, Stone Giant	550	1,000	2100-142
Potion, Opposite Alignment	—	1,600	POLY065-17	Potion, Strength, Storm Giant	750	1,400	2100-142
Potion, Pain Suppression	50	100	DRAG099-49	Potion, Sunlight Resistance	400	1,500	POLY065-19
Potion, Perception	300	3,000	PHBR2-105	Potion, Superior Healing	800	2,500	POLY065-19
Potion, Pestilence	—	900	POLY065-17	Potion, Superheroism	450	750	2100-144
Potion, Petrification	—	800	POLY065-17	Potion, Sustenance	250	350	POLY065-19
Potion, Phase	800	2,000	DUNG020-24	Potion, Sweet Water	200	250	2100-144
Potion, Photosynthesis	400	2,500	POLY065-17	Potion, Swimming	500	1,200	X07-32
Potion, Physical Enhancement	300	800	POLY065-17	Potion, Teleportation	500	1,900	POLY065-19
Potion, Plant Grower	200	250	DRAG163-21	Potion, Thievery	350	3,500	PHBR2-105
Potion, Poison	—	100	2100-144	Potion, Thinness	250	600	POLY065-19
Potion, Poison Antidote, Common	200	400	DRAG163-24	Potion, Toad Skin	500	1,000	POLY065-19
Potion, Polymorph Self	200	350	2100-144	Potion, Tongues	250	600	POLY065-19
Potion, Power	500	1,300	POLY065-17	Potion, Toughening	300	600	DRAG091-54
Potion, Protection, Missile	400	800	DRAG091-54	Potion, Tragic Heroism	250	400	POLY065-19
Potion, Pseudo Treant	300	800	POLY065-17	Potion, Treasure Finding	600	2,000	2100-144
Potion, Psionic Ability	1,200	5,000	POLY065-17	Potion, Truth	400	1,200	POLY065-19
Potion, Psionic Boosting, Gray	200	350	DRAG091-54	Potion, Ugliness	—	250	POLY065-19
Potion, Psionic Boosting, Green	300	600	DRAG091-54	Potion, Undead	700	1,200	POLY065-19
Potion, Psionic Boosting, Red	350	650	DRAG091-55	Potion, Undead	500	5,000	DRAG076-17
Potion, Psionic Boosting, Silver	300	650	DRAG091-54	Potion, Underground Awareness	500	1,100	POLY65-19
Potion, Psionic Boosting, Violet	300	650	DRAG091-54	Potion, Useful Appendages	250	800	POLY065-19
Potion, Psionic Boosting, White	200	300	DRAG091-54	Potion, Vampire	1,000	9,000	DRAG076-17
Potion, Psionic Boosting, Yellow	300	600	DRAG091-54	Potion, Vampirism	500	1,600	POLY065-19
Potion, Purgative	400	1,200	DRAG163-24	Potion, Venom	450	2,000	POLY065-19
Potion, Rage	—	400	POLY065-17	Potion, Ventriloquism	200	800	2100-144
Potion, Rainbow Bridge	1,500	4,000	POLY065-17	Potion, Visions	50	250	POLY065-19
Potion, Rainbow Hues	200	800	2100-144	Potion, Vitality	300	2,500	2100-144
Potion, Recall	600	2,000	POLY065-18	Potion, Vulnerability	50	250	POLY065-20
Potion, Reflection	300	1,000	POLY065-18	Potion, Water Breathing	400	900	2100-144
Potion, Regeneration	500	4,000	DRAG132-23	Potion, Water of Obscurement	250	500	POLY065-20
Potion, Rejuvenation	250	500	POLY065-18	Potion, Weakness	50	250	POLY065-20
Potion, Resistance, Fire	250	400	DRAG130-40	Potion, Whiskerbane	300	600	DRAG163-24
Potion, Resistance, Frost	250	400	DRAG091-53	Potion, Wizardry	350	900	POLY065-20
Potion, Rest	250	500	POLY065-18	Potion, Worm Calling	—	250	POLY065-20
Potion, Restoration	300	2,000	DUNG004-15	Potion, Zorbo Fingers	500	800	POLY065-20
Potion, Restoration, Mind	650	1,300	DRAG091-53				
Potion, Resuscitation	300	600	POLY065-18				
Potion, Reverse Ventriloquism	—	500(X)	POLY065-18				
Potion, Revivification	500	2,500	POLY065-18				
Potion, Safe Consumption	300	500	POLY065-18				
Potion, Sanity	500	1,000	POLY065-18				
Potion, Scent Neutralization	100	250 or 500	POLY065-18				
Potion, Scrying	700	1,000	POLY065-18				
Potion, Sensory Enhancement	250	500	POLY065-18				
Potion, Shadow	400	1,000	POLY065-18				
Potion, Sharp Eyes	300	1,200	POLY065-18				
Potion, Sight	500	900	1013-50				

Name	EP	Cost	Book/Page
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Pouch

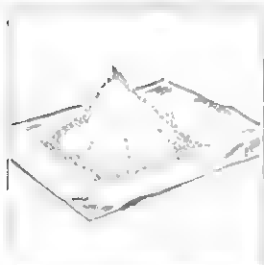
A pouch is a small cloth, leather, or burlap sack of common make used to hold small, lightweight items. Most pouches can be closed with drawstrings or buttoned flaps. A magical pouch appears identical to an ordinary one, but a *detect magic* spell will reveal the difference.



Pouch, Accessibility	1,500	12,500	2100-177
Pouch, Devouring	—	1,500	AC0 4-057
Pouch, Disappearance	—	1,250	POLY047-27
Pouch, Eyes	2,250	25,000	AC04-057
Pouch, Food	700	3,500	DLA1-057
Pouch, Holding	800	4,000	T1:4-126
Pouch, Kangaroo	600	3,000	AC04-057
Pouch, Plenty	5,000	50,000	AC04-057
Pouch, Protection	2,500	25,000	DRAG073-40
Pouch, Security	2,000	20,000	1013-54
Pouch, Traveling	2,000	20,000	AC04-057
Pouch, Wonders, Zadron's	5,000	50,000	DRAG062-62

Powder

Powder is a chalky substance which can be any color. It can be used for a variety of purposes. A single container of nonmagical chalk powder holds enough to thoroughly cover 400 square feet. Magical powders, on the other hand, come in "doses." See the item description for details. Some powders must be placed on the face, others must be sprinkled over food, drink, the user's body, an object, or an area.



Powder, Aphrodisiac	200	300	DRAG130-39
Powder, Black Veil	1,000	5,000	2121-127
Powder, Cigam Saffron	25	250	DUNG006-48
Powder, Coagulation	500	2,500	2121-127
Powder, Comeliness	500	900	LNA3-52
Powder, Courage	450	750	DRAG130-39
Powder, Cure Bleeding	500	2,500	DRAG130-39
Powder, Cure Circulatory Disease	200	500	DRAG130-39
Powder, Cure Nausea	100	200	DRAG130-39
Powder, Cure Nervous Disorders	100	200	DRAG130-39
Powder, Cure Paralysis	400	800	DRAG130-39
Powder, Cure Respiratory Disease	200	500	DRAG130-39
Powder, Delousing	100	200	DRAG163-24
Powder, Edible Objects, Puchezma's	1,000	5,000	2121-142
Powder, Friendship	300	900	DRAG130-39
Powder, Healing, Minor	150	300	DRAG130-39
Powder, Hero's Heart, of the	750	3,250	2121-127
Powder, Itching	100	200	DRAG119-19
Powder, Magic Detection	1,000	5,000	2121-127
Powder, Night Vision	250	500	DRAG130-39
Powder, Oak-in-Acorn	400	4,000	HWA1-63
Powder, Obsession	500	5,000	FR10-81
Powder, Purification	300	900	DRAG002-29
Powder, Repellent, Insect	100	200	DRAG130-39
Powder, Repellent, Lycanthrope	400	700	DRAG130-39

Name	EP	Cost	Book/Page
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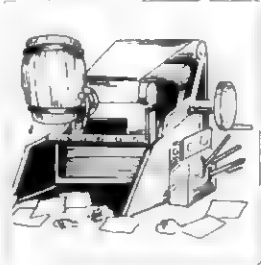
Powder, Repellent, Undead	300	500	DRAG130-39
Powder, Scroll Ink	200	300	DRAG130-39
Powder, Sleep	200	600	DRAG130-39
Powder, Smoke	—	750	2100-179
Powder, Tranquilizer	200	400	DRAG130-39
Powder, Truth	400	900	DRAG130-39



Name EP Cost Book/Page

Printing Press

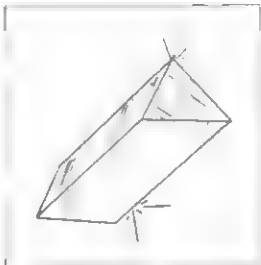
A printing press is a large iron machine with rollers and gears everywhere. Over the front there is a large barrel containing ink. Small amounts of ink tends to leak from the barrel, covering the press and the floor around it with black stains. Shredded paper also collects around the machine and lies underfoot. This advanced, sophisticated, and enchanted machine uses both magic and mechanical action to produce printed material in quantity. Printing plates can be made of wood or metal. Wooden plates are cheap and can be made by a skilled craftsman in a few hours at a total cost of only three gold pieces each. Metal plates are more expensive but last longer than wooden ones. Finer print and more detailed illustrations are possible using metal plates.



Printing Press, Darak's Thaumaturgical 5,400 54,000 AC11-028

Prism

A prism is a triangular piece of pure glass or crystal that refracts (bends) light into a prismatic rainbow of color. Most magical and alchemical laboratories and sage's workshops are equipped with one or more prisms.



Prism, Distraction	800	4,000	POLY043-21
Prism, Gladheim	1,000	5,000	2121-147
Prism, Greyhawk	2,000	9,000	202 3-083
Prism, Light Splitting	1,500	7,500	2121-142

Prison

Prisons are used to hold creatures in place against their will. Magical prisons are compact and ingenious devices and escape from them is difficult (if not impossible) without assistance. Some enchanted prisons also make rescues difficult by interfering with scrying, tracking, and some forms of communication.

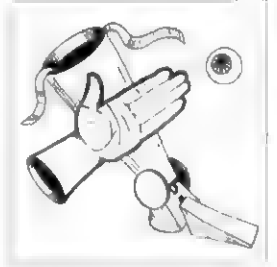


Prison, Genie, Dao	—	10,000	DRAG179-72
Prison, Genie, Djinni	—	10,000	DRAG179-72
Prison, Genie, Efreeti	—	10,000	DRAG179-72
Prison, Genie, Marid	—	10,000	DRAG179-72
Prison, Genie, Noble Dao	—	30,000	DRAG179-72
Prison, Genie, Noble Djinni	—	30,000	DRAG179-72
Prison, Genie, Noble Efreeti	—	30,000	DRAG179-72
Prison, Genie, Noble Marid	—	30,000	DRAG179-72
Prison, Zagyg	2,750	25,000	2017-102

Name EP Cost Book/Page

Prosthesis

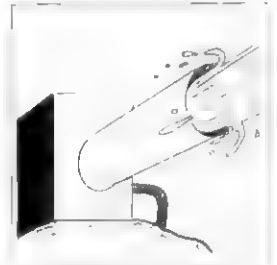
Prostheses are artificial limbs designed to take the place of missing body parts. The pegleg (see page 104) is an example of the most primitive prosthetic limb. Magical prostheses can be enchanted to become manipulative like normal limbs. In fact many people do not even notice that the user is wearing an artificial limb.



Prosthesis, Magical 4,000 40,000 DRAG073-39

Pump

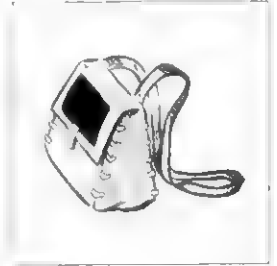
Pumps are items that move water or other fluids from place to place. Magical pumps can perform a similar function, but they can also create their own water by channeling it from the Elemental Plane of Water. Some magical pumps can create so much pressure that they make formidable weapons.



Pump, Deep Drilling	300	1,500	new item
Pump, Water Summoning	500	2,500	new item

Purse

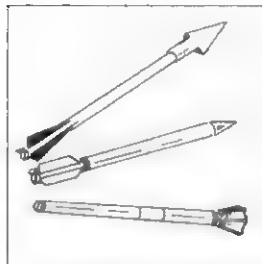
A purse is a type of pouch or small bag, usually made of leather, which is used to carry coins or personal items. Many have long straps that allow their users to hang the purse over a shoulder or saddle. In most medieval cultures, both men and women use purses. For more magical options, see the Pouch (page 112) and Belt Bag (page 31) entries.



Purse, Bucknard's Everfull, Type I	1,500	15,000	2100-163
Purse, Bucknard's Everfull, Type II	2,500	25,000	2100-163
Purse, Bucknard's Everfull, Type III	4,000	40,000	2100-163
Purse, Silenced Coinage	500	5,000	DRAG073-37

Name EP Cost Book/Page Name EP Cost Book/Page

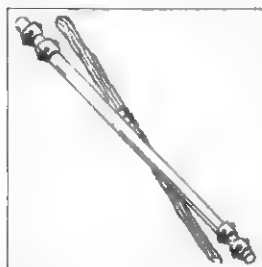
Quarrel



Quarrels, or bolts (see page 32), are the ammunition fired by crossbows. A quarrel is shaped something like an arrow, but its shaft is much shorter and thicker. Quarrels used in warfare are tipped cone-or pyramid-shaped heads made from the toughest material available, usually iron or hardened steel. See the Arrow and Bolt entries for more information.

Quarrel +1	25	175	1011-42
Quarrel +2	50	350	<i>new item</i>
Quarrel +3	75	525	<i>new item</i>
Quarrel +4	100	700	<i>new item</i>
Quarrel +5	125	875	<i>new item</i>
Quarrel -1	—	25	<i>new item</i>
Quarrel -2	—	50	<i>new item</i>
Quarrel, Biting	30	100	1060-117

Quarterstaff



The simplest and humblest of staff weapons, the quarterstaff is a length of hard wood from six to nine feet long. High quality quarterstaves are made of stout oak and are shod with metal at both ends. The quarterstaff must be wielded with both hands. The staff is also a fine practice weapon, especially in place of other two-handed weapons such as two-handed swords or polearms. Quarterstaves are often carried by magic users. See the Staff entry (page 133) for more information.

Quarterstaff +1	250	1,500	2017-106
Quarterstaff +2	500	3,000	2017-106
Quarterstaff +3	750	4,500	2017-106
Quarterstaff +4	1,000	6,000	2017-106
Quarterstaff +5	1,250	7,500	2017-106
Quarterstaff, Breathing	600	3,000	1013-58
Quarterstaff, Charming	800	4,000	1013-58
Quarterstaff, Deceiving	200	1,000	1013-58
Quarterstaff, Defending	800	4,000	1013-58
Quarterstaff, Deflecting	800	4,000	1013-58
Quarterstaff, Draining	1,000	5,000	1013-58
Quarterstaff, Extinguishing	800	4,000	1013-58
Quarterstaff, Finding	2,000	10,000	1013-58
Quarterstaff, Flaming	1,200	6,000	1013-58
Quarterstaff, Flying	1,000	5,000	1013-58
Quarterstaff, Healing	3,000	15,000	1013-58
Quarterstaff, Hiding	1,200	6,000	1013-58
Quarterstaff, Holding	1,000	5,000	1013-58
Quarterstaff, Lightning	4,000	30,000	1013-58
Quarterstaff, Silencing	800	3,800	1013-58
Quarterstaff, Slowing	800	4,000	1013-58
Quarterstaff, Speed	750	3,500	1013-58
Quarterstaff, Stunning +3	1,000	10,000	FR10-85
Quarterstaff, Translating	1,000	1,500	1013-58
Quarterstaff, Watching	1,000	2,000	1013-58
Quarterstaff, Wishing	1,200	12,000	1013-58

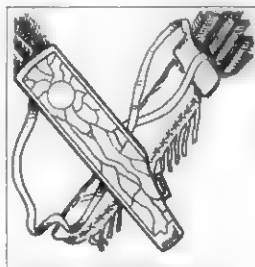
Quill



A quill is a large feather that can be dipped in ink and used as a writing implement. Quills are common wherever there are sages, scribes, wizards or other people engaged in research, accounting, or scholarly work.

Quill, Copying	5,000	25,000	AC04-058
Quill, Erasing	3,000	15,000	AC04-058
Quill, Forgery	4,000	20,000	AC04-058
Quill, Grease	1,000	5,000	LC4-36
Quill, Kuroth's	Relic	27,500	2011-159
Quill, Law	7,000	35,000	2121-143
Quill, Long Writing	4,000	20,000	DRAG030-36
Quill, Necromancy	6,000	30,000	AC04-058
Quill, Porcupine	100	500	AC04-058
Quill, Scribbling	100	1,000	AC04-058
Quill, Scroll Creation	250	600	DRAG099-51
Quill, Transcription	4,000	20,000	AC04-058

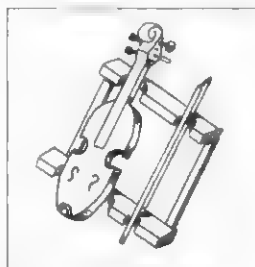
Quiver



A quiver is a container used to hold arrows, quarrels, javelins or other similar missiles. It is usually made of leather and equipped with a strap that allows it to hang over the user's shoulder to make taking missiles from it easy and quick. A very plain quiver is generally included in the basic cost of a load of ammunition.

Quiver, Arrow Storing	1,000	4,000	DRAG133-10
Quiver, Ehlonna	1,500	10,000	2100-177
Quiver, Freif's Magical	1,100	4,500	DRAG133-10

Rack



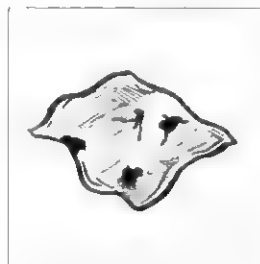
Racks, much like shelves, are used to contain large collections of items in an orderly manner. Unlike shelves however, racks tend to be custom made for a particular item; for example, one would place bottles of wine in a rack that allows the bottle to lay on its side. This allows the wine to keep the cork moist; if the bottle were stored upright on a shelf the cork would dry out, crack, and allow the wine to sour.

Rack, Violin	100	1,000	POLY023-23
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Name	EP	Cost	Book/Page
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Rag

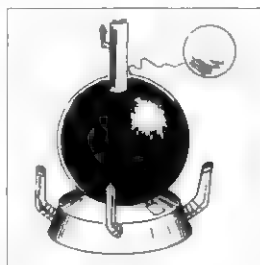
Rags are pieces of cloth used to dust furniture, clean walls, dry dishes, cleanse the body, etc. Rags commonly are culled from old clothing or blankets that no longer serve their original purpose for one reason or another.



Rag, Drying	250	2,500	DRAG030-36
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Rainmaker

This device creates rain through magical and chemical action. It has a small tower, 30 feet high and 15 feet wide, which rests on a base 40 feet wide and 10 feet high. It also is equipped with balloon which is tethered in place by a rope more than 10,000 feet long. When the device is operating, clouds of acidic steam fill the tower.



Rainmaking Machine	8,035	78,000	AC11-083
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Rake

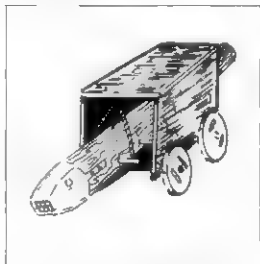
A rake is a common farming implement, often made entirely of wood but sometimes fitted with a metal head. The handle is three to five feet long. The head has two to 20 prongs, which can be stiff or flexible. Most enchanted rakes, however, have stiff metal prongs set in a single row.



Rake, Climbing	500	5,000	AC04-059
Rake, Iron	100	1,000	2013-052
Rake, Retrieval	200	2,000	AC04-059
Rake, Ship	100	1,000	AC04-059
Rake, Smoothing	500	5,000	AC04-059
Rake, Tracking	1,000	10,000	AC04-059

Ram

A battering ram (see page 29) is a large, heavy log or similar device used to bash down portals or walls with brute force. Another kind of ram is a projection fitted to the bow (and sometimes to the stern) of a ship or spelljammer. This type of ram is used to punch holes in other vessels. A ship's ram can sink or smash an enemy ship in seconds.

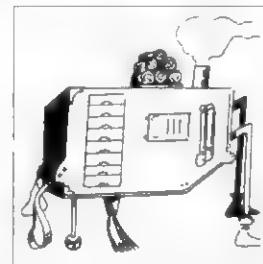


Name	EP	Cost	Book/Page
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Ram, Blunt +1 (per ton)	100	1,000	1072a-84
Ram, Blunt +2 (per ton)	200	2,000	1072a-84
Ram, Blunt +3 (per ton)	400	4,000	1072a-84
Ram, Grappling +1 (per ton)	200	2,000	1072a-84
Ram, Grappling +2 (per ton)	400	4,000	1072a-84
Ram, Grappling +3 (per ton)	800	8,000	1072a-84
Ram, Piercing +1 (per ton)	100	1,000	1072a-84
Ram, Piercing +2 (per ton)	200	2,000	1072a-84
Ram, Piercing +3 (per ton)	400	4,000	1072a-84

Ranger Follower

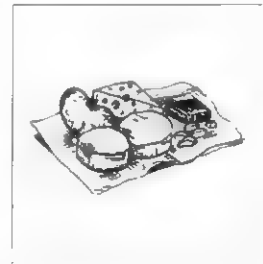
The ranger follower is a large, floating box that can pulled along by any creature. It erases the user's tracks and creates false tracks in their place. A leather harness used for pulling the contraption is attached to the front of the box. A set of thick, hairy brushes are set on the underside of the box near the front. Thirty-six drawers set in columns of six are located on the flanks of the box. A label on each drawer tells what sort of tracks (false feet) are stored within. A set of iron rods jut out from the rear of the box, and attached to them are two vertical iron rods that reach to the ground. The ranger follower is steam powered and there is small hatch for replenishing its supply of firewood and a spout for refilling its boiler water.



Ranger Follower, Rahn-Ko's	200	2,000	AC11-075
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Rations

Rations are dried foods that can be kept for indefinite periods of time without spoiling as long as they are kept dry. To keep rations safe to eat, the buyer must keep the food in an air tight container in case he is caught in a heavy storm, falls into water, etc. Properly sealed containers have the additional virtue of keeping insects and small animals from eating the food before the user can.



Rations, Epox's Iron	1,000	10,000	POLY058-10
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Rattle

A rattle is a common child's toy, but also is a musical instrument in many cultures. A magical rattle may be plain or decorative.



Rattle, Death	—	500	AC04-059
Rattle, Shaking & Rolling	400	4,000	POLY023-23
Rattle, Summoning	1,000	10,000	AC04-059
Rattle, Youth	4,000	40,000	AC04-059

Name EP Cost Book/Page

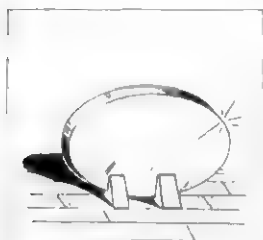
Recorder



A recorder is a wind instrument similar to a modern flute. Its main body is a hollow tube that has a whistle-like mouthpiece and several holes which allow the musician to play various notes. A recorder can be made from almost any hard substance, but the best ones are made from hardwood.

Recorder, Ye'Cind Relic 80,000 2011-160

Reflector



A few gnomish spelljamming ships are equipped with these rare devices. A reflector is an ovoid chunk of apparently solid, dull metal which resembles pewter. It is four feet long, by about two feet across and weighs one ton. It has a 2-in-6 chance of reflecting any spell, magical item discharge, or artifact power back to its source.

Reflector, Spell 5,000 50,000 SJR1-81

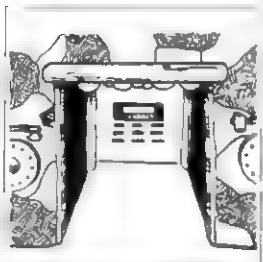
Repellent



Repellent is a fluid or spray that can keep certain types of pests away from the user. The term "repellent" can refer to an item that contains such fluid. When magical repellent is in effect, the target creature cannot voluntarily approach the user.

Repellent, Parasite 100 1,000 DRAG119-19

Repository



This artifact holds almost all of the knowledge of the known world, and is capable of answering factual and philosophical questions. At a glance, the repository looks like a common chamber of dwarven make built into a cavern or castle wall. Slender, fluted marble columns support a ceiling studded with globes of green crystal. Thin, vertical slots pierce one wall of the chamber, and a large central niche in another wall shimmers with a faint magical aura. If

a creature approaches the repository quietly and presses an ear to one of the slots, the creature can hear faint twittering in the darkness.

Repository of Arcane Lore, Olaf Grunndi's Relic P AC11-073

Name EP Cost Book/Page

Ride



The ghost ride is a magical contrivance designed to provide entertainment by giving passengers a ride past a range of illusory ghosts and monsters. At a distance, only the ride's large and brightly colored facade can be seen. It is bedecked with flags and banners and bears a distinctly eastern look. The entrance is painted to resemble a cave opening.

Ride, Sultan's Uncanny Ghost Relic P AC11-080

Ring



Enchanted rings normally radiate magic, but no two magical rings look alike, so their exact powers are difficult to identify without much trial and error or some mystical means. Usually, a character must put on a ring and must try various things to find what it does. No more than two magic rings can be worn by a character at the same time. If more are worn, none function. Only one magic ring can be worn on the same hand. A second ring worn on one hand

causes both to be useless. Rings must be worn properly (i.e. on the fingers for a human); rings on toes, in ear lobes, etc. do not function. The spell-like abilities of rings function at the 12th level unless the power requires a higher level. In cases where a higher level is necessary, rings function at the minimum level of magic use needed to cast the equivalent spell. Magic rings can be worn and used by all character classes and by most humanoids. Generally, most creatures with digits can use rings. For example, a troll could wear a ring of fire resistance and gain its benefits in addition to its regeneration ability. Rings can be used by any character race, but rings might malfunction when some demi-humans use them. If a malfunction occurs, the ring simply doesn't work for one "use." This applies to cursed rings as well as the beneficial ones.

Ring, Affliction, Abjuration	—	1,500	212 1-128
Ring, Affliction, Alteration	—	1,500	2121-128
Ring, Affliction, Conjunction/ Summoning	—	1,500	2121-128
Ring, Affliction, Enchantment/ Charm	—	1,500	2121-128
Ring, Affliction, Illusion/ Phantasm	—	1,500	2121-128
Ring, Affliction, Evocation	—	1,500	2121-128
Ring, Affliction, Lesser/Greater Divination	—	1,500	2121-128
Ring, Affliction, Necromancy	—	1,500	2121-128
Ring, Amasis	1,500	7,500	1021-64
Ring, Animal Friendship	1,000	5,000	2100-147
Ring, Animal Magnetism	1,000	5,000	DRAG117-49
Ring, Annulment	—	2,000	DR AG117-50
Ring, Anti-Venom	2,000	10,000	GDQ1-124
Ring, Anything	5,000	55,000	2017-092
Ring, Apathy	—	1,200	POLY043-23
Ring, Aquatic Depth Location	1,200	6,000	POLY043-22
Ring, Arachnid Control	1,000	4,000	FOR2-70
Ring, Armoring	2,000	10,000	2121-128

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Ring, Awareness	1,200	6,000	DRAG082-28	Ring, Dart	500	5,000	DRAG005-09
Ring, Bard, of the	3,000	15,000	DRAG117-49	Ring, Delusion	—	2,000	2100-147
Ring, Beauty	1,200	6,000	POLYINT-27	Ring, Depetrification	1,000	10,000	DUNG025-08
Ring, Black	1,000	5,000	7014-45	Ring, Disguise	500	3,000	POLY047-27
Ring, Black Gang	1,200	6,000	DRAG040-26	Ring, Distraction	1,000	5,000	DRAG117-50
Ring, Bladeturning	1,500	7,000	DRAG082-28	Ring, Dizziness	—	2,500	FR10-81
Ring, Blink	7,000	25,000	FRE1-42	Ring, Djinni Summoning	3,000	20,000	2100-148
Ring, Blinking	1,000	5,000	2100-147	Ring, Draupnir	1,000	5,000	1021-63
Ring, Boccob	250	2,500	2017-092	Ring, Drow, of the	1,000	5,000	DRAG117-49
Ring, Bone	4,000	20,000	REF5-87	Ring, Eagle	1,000	5,000	DRAG091-55
Ring, Branding	500	2,500	DLR2-56	Ring, Ear	600	3,000	1013-52
Ring, Burbul	1,000	5,000	DUNG028-60	Ring, Elemental Adaptation, Air	2,500	5,000	1013-52
Ring, Bureaucratic Wizardry	—	1,500	2121-128	Ring, Elemental Adaptation, Air & Water	2,500	5,000	1013-52
Ring, Carrot Protection	50	250	POLY045-26	Ring, Elemental Adaptation, All Elements	2,500	5,000	1013-52
Ring, Chameleon Power	1,000	5,000	2100-147	Ring, Elemental Adaptation, Earth	2,500	5,000	1013-52
Ring, Cirulon	1,000	10,000	DLE3-062	Ring, Elemental Adaptation, Earth & Fire	2,500	5,000	1013-52
Ring, Clairaudience	1,000	7,500	DRAG117-48	Ring, Elemental Adaptation, Fire	2,500	5,000	1013-52
Ring, Clear Thought	1,500	7,500	DUNG013-40	Ring, Elemental Adaptation, Water	2,500	5,000	1013-52
Ring, Cloaked Wizardry	+500	+2,500	DRAG179-70	Ring, Elemental Metamorphosis, Air	3,000	15,000	2121-128
Ring, Clumsiness	—	3,000	2100-147	Ring, Elemental Metamorphosis, Earth	3,000	15,000	2121-128
Ring, Comet, of the	2,000	10,000	SJA3-59	Ring, Elemental Metamorphosis, Fire	3,000	15,000	2121-128
Ring, Command	2,000	10,000	DRAG117-48	Ring, Elemental Metamorphosis, Water	3,000	15,000	2121-128
Ring, Command, Elemental, Air	5,000	25,000	2100-147	Ring, Engagement	500	5,000	DRAG054-77
Ring, Command, Elemental, Earth	5,000	25,000	2100-147	Ring, Faerie	1,000	7,500	2017-093
Ring, Command, Elemental, Fire	5,000	25,000	2100-147	Ring, Fashion	1,000	3,000	DRAG117-50
Ring, Command, Elemental, Water	5,000	25,000	2100-147	Ring, Feather Falling	1,000	5,000	2100-148
Ring, Command, Para-Elemental, Ice	4,000	20,000	DRAG120-33	Ring, Fire Resistance	1,000	5,000	2100-148
Ring, Command, Para-Elemental, Magma	4,000	20,000	DRAG120-33	Ring, Fire Starting	1,000	3,500	DRAG117-49
Ring, Command, Para-Elemental, Ooze	4,000	20,000	DRAG120-33	Ring, Flying	1,000	7,500	DUNG014-47
Ring, Command, Para-Elemental, Smoke	4,000	20,000	DRAG120-33	Ring, Folly	—	500	DRAG179-70
Ring, Command, Quasi-Elemental, Ash	2,000	10,000	DRAG120-34	Ring, Fortitude	1,000	5,000	2121-129
Ring, Command, Quasi-Elemental, Dust	2,000	10,000	DRAG120-34	Ring, Free Action	1,000	5,000	2100-148
Ring, Command, Quasi-Elemental, Lightning	2,000	10,000	DRAG120-34	Ring, Freedom	5,000	25,000	2003-24
Ring, Command, Quasi-Elemental, Mineral	2,000	10,000	DRAG120-34	Ring, Gargoyles	3,000	6,000	1060-117
Ring, Command, Quasi-Elemental, Radiance	2,000	10,000	DRAG120-34	Ring, Gaxx	Relic	17,500	2011-160
Ring, Command, Quasi-Elemental, Salt	2,000	10,000	DRAG120-34	Ring, Gordon's Magic	—	2,000	DUNG013-17
Ring, Command, Quasi-Elemental, Steam	2,000	10,000	DRAG120-34	Ring, Grasshopper, of the	1,000	5,000	DRAG091-56
Ring, Command, Quasi-Elemental, Vacuum	2,000	10,000	DRAG120-34	Ring, Health, CON-15	1,000	9,000	DRAG117-51
Ring, Compulsions, Wizzo's	—	1,500	DRAG082-30	Ring, Health, CON-16	2,000	18,000	DRAG117-51
Ring, Continual Churning	500	2,500	LNR1-95	Ring, Health, CON-17	3,000	27,000	DRAG117-51
Ring, Contrariness	—	1,000	2100-147	Ring, Health, CON-18	4,000	36,000	DRAG117-51
Ring, Control, Animal	1,000	5,000	1011-44	Ring, Health, CON-19	5,000	40,000	DRAG117-51
Ring, Control, Arachnid	500	2,500	DUNG024-19	Ring, Holiness	2,000	10,000	1013-52
Ring, Control, Human	2,000	10,000	1012-62	Ring, Horned	3,000	35,000	1060-116
Ring, Control, Mammal	1,000	5,000	2100-148	Ring, Human Influence	2,000	10,000	2100-148
Ring, Control, Plant	500	2,500	1012-62	Ring, Ice	250	2,500	DRAG168-18
Ring, Control, Toothache	200	2,000	POLY045-26	Ring, Icebolts	2,000	7,500	DRAG082-28
Ring, Courtly Manners	1,000	5,000	DRAG073-40	Ring, Immunity	1,000	10,000	FR10-81
Ring, Crius	3,500	25,000	DRAG117-51	Ring, Impersonation	400	4,000	DUNG032-45
Ring, Cursed, Great Kingdom	—	2,000	2023-073	Ring, Infravision	1,000	5,000	DRAG082-28
Ring, Curses	—	1,500	LNA3-50	Ring, Infravision Negation	950	7,000	POLY047-27
Ring, Dalamar's Healing	5,000	40,000	2021-098	Ring, Infravision/Ultravision	1,500	7,500	DRAG082-28
				Ring, Invisibility	1,500	7,500	2100-148
				Ring, Invisibility and Inaudibility	2,000	8,000	LC4-53
				Ring, Invisibility Negation, Clarifier	1,000	12,000	DRAG082-28

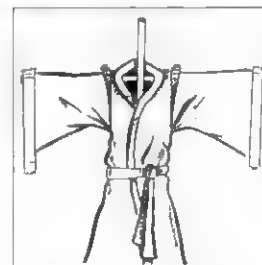
Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Ring, Invisibility Negation, Destroyer	1,300	7,000	DRAG082-28	Ring, Protection +4 AC, +2 Saves	4,000	24,000	2100-148
Ring, Invisibility Negation, Killer	1,800	20,000	DRAG082-28	Ring, Protection +6 AC, +1 Saves	6,000	30,000	2100-148
Ring, Invulnerability	3,000	12,000	POLY047-28	Ring, Protection, Charming	3,600	18,000	L2-31
Ring, Jasmine Odor	500	5,000	DRAG030-37	Ring, Quick Action	1,000	5,000	DRAG117-49
Ring, Jolting	1,000	5,000	DRAG082-28	Ring, Quickness	1,000	5,000	1013-53
Ring, Jumping	1,000	5,000	2100-148	Ring, Rahasia	3,000	15,000	B07-030
Ring, Kings	2,000	10,000	2006-52	Ring, Rakhamon	3,000	30,000	CB2-029
Ring, Languages	1,000	5,000	DRAG117-51	Ring, Ram, of the	750	7,500	2100-149
Ring, Leadership, Admundfort	1,500	8,500	2023-073	Ring, Randomness, Bless	—	1,500	2121-129
Ring, Life Protection	5,000	20,000	1013-52	Ring, Randomness, Continual Light	—	1,500	2121-129
Ring, Light	1,000	5,000	DRAG082-28	Ring, Randomness, Cure Blindness or Deafness	—	1,500	2121-129
Ring, Lightning Resistance	5,000	25,000	POLY050-17	Ring, Randomness, Cure Light Wounds	—	1,500	2121-129
Ring, Limited Telepathy	1,000	5,000	DRAG117-49	Ring, Randomness, Heat Metal	—	1,500	2121-129
Ring, Liquid Cooling	1,000	5,000	POLY045-26	Ring, Randomness, Protection from Evil	—	1,500	2121-129
Ring, Liquid Identification	750	4,000	DRAG082-28	Ring, Randomness, Remove Fear	—	1,500	2121-129
Ring, Lolth	4,000	30,000	DRAG117-50	Ring, Range Extension	2,000	10,000	DRAG117-48
Ring, Lore	3,500	23,500	DRAG082-30	Ring, Readiness	1,000	10,000	PHBR1-115
Ring, Luck, Wild Coast	500	3,500	2023-073	Ring, Regeneration	5,000	40,000	2100-149
Ring, Lycanthropy, Bear	2,500	7,500	DRAG082-30	Ring, Regeneration, Rapid	6,000	50,000	DRAG120-33
Ring, Lycanthropy, Boar	2,500	7,500	DRAG082-30	Ring, Regeneration, Vampiric	5,000	42,000	2100-149
Ring, Lycanthropy, Rat	2,500	7,500	DRAG082-30	Ring, Remedies	2,000	8,000	1013-53
Ring, Lycanthropy, Tiger	2,500	7,500	DRAG082-30	Ring, Resistance, Abjuration	1,000	5,000	2121-129
Ring, Lycanthropy, Wolf	2,500	7,500	DRAG082-30	Ring, Resistance, Alteration	1,000	5,000	2121-129
Ring, Magic Detection	1,200	12,000	LNA3-50	Ring, Resistance, Breath Weapon	5,000	50,000	PHBR4-125
Ring, Magic Missiles	4,000	25,000	DRAG002-13	Ring, Resistance, Conjunction/Summoning	1,000	5,000	2121-129
Ring, Magic Resistance, 05%	5,000	1,000	DRAG117-51	Ring, Resistance, Enchantment/Charm	1,000	5,000	2121-129
Ring, Magic Resistance, 10%	10,000	2,000	DRAG117-51	Ring, Resistance, Illusion/Phantasm	1,000	5,000	2121-129
Ring, Magic Resistance, 15%	15,000	3,000	DRAG117-51	Ring, Resistance, Invocation/Evocation	1,000	5,000	2121-129
Ring, Magic Resistance, 20%	20,000	4,000	DRAG117-51	Ring, Resistance, Lesser/Greater Divination	1,000	5,000	2121-129
Ring, Magic Resistance, 25%	25,000	5,000	DRAG117-51	Ring, Resistance, Necromancy	1,000	5,000	2121-129
Ring, Magic Resistance, 30%	30,000	6,000	DRAG117-51	Ring, Reversion	1,000	10,000	1053-057
Ring, Magic Resistance, 35%	35,000	7,000	DRAG117-51	Ring, Rhyming	800	4,000	POLY061-09
Ring, Magic Resistance, 40%	40,000	8,000	DRAG117-51	Ring, Safety	1,000	10,000	1013-53
Ring, Magic Resistance, 45%	45,000	9,000	DRAG117-51	Ring, Seeing	2,500	25,000	1013-53
Ring, Magic Resistance, 50%	50,000	10,000	DRAG117-51	Ring, Serpent of Set	2,000	20,000	7014-46
Ring, Margoyle	5,000	10,000	1060-117	Ring, Serten's Spell Immunity	2,500	17,500	POLY050-17
Ring, Marking	1,000	5,000	DRAG030-37	Ring, Servitude	—	10,000	X11-60
Ring, Memory	1,500	7,500	1013-52	Ring, Shape Changing	2,500	15,000	DRAG117-48
Ring, Message	500	2,500	DRAG179-70	Ring, Shocking Grasp	1,000	5,000	2100-149
Ring, Mind Shielding	500	5,000	2100-148	Ring, Shooting Stars	3,000	15,000	2100-149
Ring, Money	5,000	25,000	HR1-66	Ring, Silence	800	4,000	DRAG028-31
Ring, Moodarvian Emotion Sight	2,000	12,000	AC11-066	Ring, Silence	300	3,000	DUNG03 2-45
Ring, Moodarvian Emotion Smell	2,000	12,000	AC11-066	Ring, Spell Eating	2100	20,000	1013-53
Ring, Moodarvian Emotion Sound	2,000	12,000	AC11-066	Ring, Spell Holding	2,000	10,000	DRAG082-30
Ring, Moodarvian Emotion Taste	2,000	12,000	AC11-066	Ring, Spell Storing	2,500	22,500	2100-150
Ring, Moodarvian Emotion Touch	2,000	12,000	AC11-066	Ring, Spell Turning	2,000	17,500	2100-150
Ring, Necromancer	1,000	10,000	DRAG029-43	Ring, Spell "Turning"	—	1,200	DRAG156-27
Ring, Neutralization	1,500	7,500	DRAG117-49	Ring, Star of Korala	12,000	120,000	7014-46
Ring, Nibelungen	1,000	5,000	1021-64	Ring, Strength, 18.00	1,500	15,000	FR10-81
Ring, Night	1,500	7,500	DUNG001-18	Ring, Strength, 19	2,000	20,000	FR10-81
Ring, Oak	500	2,000	DRAG045-23	Ring, Strength, 20	2,500	25,000	FR10-81
Ring, Opposition	5,000	25,000	LNR1-95	Ring, Strength, Cursed	—	2,500	FR10-81
Ring, Orbus	2,000	18,000	DRAG159-16	Ring, Summoning, Genie, Dao	3,000	15,000	DRAG179-70
Ring, Phantom Form	1,500	7,500	DRAG117-48	Ring, Summoning, Genie, Djinni	3,000	15,000	DRAG179-70
Ring, Pomarj, Goblin	4,000	20,000	2023-073	Ring, Summoning, Genie, Efreeti	3,000	15,000	DRAG179-70
Ring, Pomarj, Ogre	4,000	20,000	2023-073				
Ring, Pomarj, Orc	4,000	20,000	2023-073				
Ring, Protection +1	1,000	5,000	2100-148				
Ring, Protection +1 5'	1,000	10,000	1012-62				
Ring, Protection +2	2,000	15,000	2100-148				
Ring, Protection +2 5'	2,000	20,000	2100-148				
Ring, Protection +3	3,000	20,000	2100-148				
Ring, Protection +3 5'	3,000	25,000	2100-148				

Name	EP	Cost	Book/Page
Ring, Summoning, Genie, Marid	3,000	15,000	DRAG179-70
Ring, Summoning, Genie, Noble Dao	4,500	22,500	DRAG179-70
Ring, Summoning, Genie, Noble Djinni	4,500	22,500	DRAG179-70
Ring, Summoning, Genie, Noble Efreeti	4,500	22,500	DRAG179-70
Ring, Summoning, Genie, Noble Marid	4,500	22,500	DRAG179-70
Ring, Survival	6,000	30,000	1013-53
Ring, Sustenance	500	3,500	2100-150
Ring, Swimming	1,000	5,000	2100-150
Ring Tasselehoff's Magic Mouse	100	1,000	2021-098
Ring, Telekinesis, 025 lbs.	2,000	10,000	2100-150
Ring, Telekinesis, 050 lbs.	2,500	12,500	2100-150
Ring, Telekinesis, 100 lbs.	3,000	15,000	2100-150
Ring, Telekinesis, 200 lbs.	3,500	17,500	2100-150
Ring, Telekinesis, 400 lbs.	4,000	20,000	2100-150
Ring, Teleport, Halaster's	1,000	4,000	1060-119
Ring, Teleportation	2,000	15,000	DRAG117-48
Ring, Telkroth's	1,200	10,000	IM AG010-28
Ring, Thunder	4,000	40,000	FR10-81
Ring, Tongues	1,000	5,000	DRAG117-48
Ring, Tothache Control	100	1,000	POLY045-26
Ring, Toth Amon's	Relic	45,000	2006-47
Ring, Trobriand	1,000	5,000	1060-MC
Ring, Truth	1,000	5,000	2100-150
Ring, Truthfulness	500	2,500	1013-53
Ring, Truthlessness	1,000	5,000	1013-53
Ring, Vapors	4,000	35,000	DRAG117-50
Ring, Vizier, of the	1,000	5,000	DRAG179-70
Ring, Warmth	1,000	5,000	2100-150
Ring, Water Adaptation	2,500	12,500	X07-32
Ring, Water Walking	1,000	5,000	2100-150
Ring, Weakness	—	1,000	2100-150
Ring, Windwarding	1,000	10,000	FR10-82
Ring, Wishes (1)	1,000	5,000*	1013-53
Ring, Wishes (2)	2,000	10,000*	POLY036-27
Ring, Wishes (3)	3,000	15,000*	2100-151
Ring, Wishes (4)	4,000	20,000*	new item
Ring, Wishes, Multiple	5,000	25,000*	2100-151
Ring, Wizardry, Dbl 1st	4,000	50,000	2100-151
Ring, Wizardry, Dbl 1st & 2nd	4,400	54,000	2100-151
Ring, Wizardry, Dbl 1st through 3rd	4,600	56,000	2100-151
Ring, Wizardry, Dbl 2nd	4,200	52,000	2100-151
Ring, Wizardry, Dbl 3rd	4,800	58,000	2100-151
Ring, Wizardry, Dbl 4th	5,000	60,000	2100-151
Ring, Wizardry, Dbl 4th & 5th	5,400	64,000	2100-151
Ring, Wizardry, Dbl 5th	5,200	62,000	2100-151
Ring, X-Ray Vision	4,000	35,000	2100-151

* These items are almost never sold on the open market. PCs seeking to obtain a *wish* should expect to offer favors or magical items in trade.

Robe

Robes are loose-fitting outer garments usually long enough to reach well below the waist or to the ankles. Robes often have long, wide sleeves, attached hoods and often are worn with a belt. Buttons, ties, or pins keep the robe firmly wrapped around the wearer even in high winds. Many robes are large enough to let the user wear armor underneath.



Robe, Archmagi, of the	6,000	65,000	2100-177
Robe, Blending	3,500	35,000	2100-177
Robe, Blending, 3-Speed	—	4,000	DRAG156-28
Robe, Drying	1,000	5,000	DRAG030-37
Robe, Eyes	4,500	50,000	2100-178
Robe, Holding	1,000	5,000	POLY061-09
Robe, Powerlessness	—	1,000	2100-178
Robe, Protection, AC 0	6,000	60,000	FR10-84
Robe, Protection, AC 1	5,000	50,000	FR10-84
Robe, Protection, AC 2	4,000	40,000	FR10-84
Robe, Protection, AC 3	3,500	35,000	FR10-84
Robe, Protection, AC 4	3,000	30,000	FR10-84
Robe, Protection, AC 5	2,500	25,000	FR10-84
Robe, Protection, AC 6	2,000	20,000	FR10-84
Robe, Repetition	6,000	30,000	2121-143
Robe, Rock	3,500	35,000	POLY058-09
Robe, Scintillating Colors	2,750	25,000	2100-178
Robe, Stars	4,000	12,000	2100-178
Robe, Stone	1,250	14,000	POLY047-27
Robe, Useful Items	1,500	15,000	2100-178
Robe, Useless Items	1,000	8,000	DRAG15 6-28
Robe, Vanishing	2,000	20,000	PHBR2-106
Robe, Veluna	2,000	10,000	2023-083
Robe, Vermin	—	1,000	2100-178
Robe, Warmth	1,000	5,000	DRAG073-38

Rock

Rocks are chunks or pieces of solid earth or mineral that have not been reduced to sand through the forces of nature—wind, rain, water, ice, and snow. Enchanted rocks are generally polished to a glistening shine.



Rock, Death, Darahd S'tin	1,000	10,000	1032-064
Rock, Pet	2,000	15,000	DRAG045-22
Rock, Pet, Cursed	—	1,000	DRAG045-22

Name EP Cost Book/Page

Rod



Rods are about 3' long and as thick as a man's thumb. They are normally found in cases or similar storage containers. Rods can be fashioned from metal, wood, ivory, or bone. They can be plain or decorated and carved. Rods are powered by charges, unless noted otherwise in the description of a particular rod. Each time a rod is used, one or more charges may be expended. Characters do not automatically know the number of charges a rod has when it is

discovered although research and spell casting can reveal this (at least approximately). A rod can sometimes be recharged according to the rules given for constructing magical items. When a rod is drained of all charges, it loses all its magical properties and cannot be recharged ever again. When discovered, a rod normally contains 41 to 50 (40 + d10) charges. However, while rods almost never have more charges than this, it is possible to find a rod with significantly fewer charges, particularly if it is captured from an enemy who has used the item. A rod is normally activated when the wielder utters a specific command word. This word acts like a trigger, unleashing the power stored within the item. Since control of a rod depends on knowledge of the command word, these are jealously guarded by the owner. An absent-minded wizard might etch the command word on the item or carry it on a piece of paper in his pocket, but this is only rarely done. Most often, characters must use *divination* spells, or consult sages to discover the correct command to activate a rod.

Rod, Absorption	7,500	40,000	2100-151
Rod, Aerdi Sea	5,000	25,000	2023-074
Rod, Alertness	7,000	50,000	2100-151
Rod, Asmodeus, of	Relic	P	2009-21
Rod, Beguiling	5,000	30,000	2100-152
Rod, Blind Walking	700	7,000	SJR2-71
Rod, Building	Relic	P	HWR2-d38
Rod, Cancellation	10,000	15,000	2100-152
Rod, Climbing	900	9,000	LNA1-67
Rod, Dancing, Multiple	4,500	25,000	DRAG126-50
Rod, Death	7,500	75,000	SJR1-80
Rod, Diplomacy, Furyondy	4,000	15,000	2023-074
Rod, Distortion	5,000	25,000	2121-130
Rod, Dominion	7,000	45,000	1071-237
Rod, Ebony Standards	2,500	17,500	CN2-029
Rod, Entrapment	1,000	8,000	POLY047-26
Rod, Flailing	2,000	20,000	2100-152
Rod, Generalship	5,000	50,000	FR10-82
Rod, Health	6,000	25,000	1013-52
Rod, Immobile Insects	2,500	25,000	FA2-62
Rod, Indestructibility	2,500	17,500	POLY043-22
Rod, Inertia	3,000	15,000	1013-52
Rod, Leadership	5,000	30,000	DRAG179-70
Rod, Lordly Might	6,000	20,000	2100-152
Rod, Lordly Might-or-Might-Not	600	2,000	DRAG120-18
Rod, Many Things	7,500	25,000	DRAG091-56
Rod, Melting	3,000	12,000	DRAG099-49
Rod, Onnwal	4,000	15,000	2023-074
Rod, Orbs	3,000	15,000	SJR1-80
Rod, Parrying	1,000	10,000	1013-52
Rod, Passage	5,000	50,000	2100-153
Rod, Rastinon	5,000	40,000	1053-056
Rod, Resurrection	10,000	35,000	2100-153
Rod, Rulership	8,000	35,000	2100-153
Rod, Ruling	8,000	35,000	1013-52

Name EP Cost Book/Page

Rod, Security	3,000	30,000	2100-153
Rod, Seven Parts	Relic	25,000	2100-091
Rod, Singing	1,000	5,000	DRAG037-47
Rod, Smiting	4,000	15,000	2100-153
Rod, Splendor	2,500	25,000	2100-153
Rod, Tentacles, Greater, Amber	5,000	20,000	FOR2-72
Rod, Tentacles, Greater, Black	5,000	20,000	FOR2-72
Rod, Tentacles, Greater, Jade	5,000	20,000	FOR2-72
Rod, Tentacles, Greater, Violet	5,000	20,000	FOR2-72
Rod, Tentacles, Lesser, Purple	3,000	15,000	FOR2-71
Rod, Tentacles, Lesser, Russet	3,000	15,000	FOR2-71
Rod, Tentacles, Lesser, Yellow	3,000	15,000	FOR2-72
Rod, Tentacles, Master	7,500	25,000	FOR2-72
Rod, Terror	3,000	15,000	2100-153
Rod, Transportation, Whispering	5,000	15,000	FR04-54
Rod, Victory	6,000	20,000	1013-52
Rod, Weaponry	3,500	25,000	1013-52
Rod, Welkwood	5,000	25,000	2023-074
Rod, Wyrms, Black +5	5,000	25,000	1013-52
Rod, Wyrms, Blue +5	5,000	25,000	1013-52
Rod, Wyrms, Gold +5	5,000	25,000	1013-52

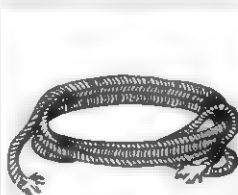
Root



Roots are known for their nutritional benefits, but their magical and medicinal properties are those most often appreciated sages and wizards alike. Dried magical and medicinal roots can be kept with little difficulty for long periods of time without jeopardizing their potency. Such roots will last indefinitely if kept cool and dry.

Root, Tanglevine	400	4,000	113-91
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Rope



Rope is one of the most important items of equipment available to adventurers. Lengths of rope are used to climb surfaces, pull heavy loads, rappel down sheer cliffs, traverse deep ravines, and for many other tasks. There are two basic types of rope. Hemp rope is made of a tough, bulky, fibrous plant. Silk rope is made of long, fine threads of caterpillar silk.

Rope, Climbing	1,000	10,000	2100-178
Rope, Constriction	—	1,000	2100-178
Rope, Entanglement	1,500	12,000	2100-179
Rope, Infinite	2,000	18,000	SJA1-60

Name EP Cost Book/Page

Rub

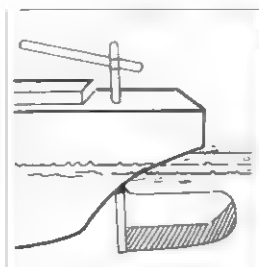
Rubs are magical ointments that are kneaded and massaged into the skin to activate their magical benefits. If they are ingested or used in any other way, they do not function. See the Ointment (page 101), Salve (page 122), and Oil (page 99) entries for more information and magical options.



Rub, Animate Skeleton 800 4,000 DRAG0 76-17

Rudder

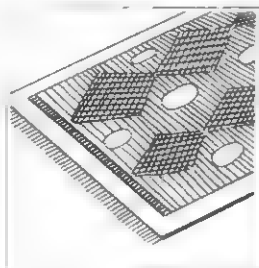
Rudders are simple wooden paddles that are permanently attached to the rear of a ship or spelljammer. The rudder can be moved from side to side to steer a vessel in a desired direction. Many magical varieties exist. Some enchanted rudders can function in both the water and in wildspace or the phlogiston, but the Dungeon Master has final say on the matter.



Rudder, Guidance	200	2,000	AC04-060
Rudder, Maneuverability, B	8,000	40,000	1072a-85
Rudder, Maneuverability, C	6,000	30,000	1072a-85
Rudder, Maneuverability, D	4,000	20,000	1072a-85
Rudder, Maneuverability, E	2,000	10,000	1072a-85
Rudder, Maneuverability, G	—	1,000	1072a-85
Rudder, Propulsion	300	3,000	SJR2-69
Rudder, Speed -1	1,000	5,000	1072a-85
Rudder, Speed +1	2,000	10,000	1072a-85
Rudder, Speed +2	4,000	20,000	1072a-85
Rudder, Speed +3	8,000	40,000	1072a-85

Rug

Rugs are floor coverings designed to make bare floors more comfortable to walk on. They are similar to carpets but usually are thicker and smaller. Rugs can be hung on the wall to cover open windows or holes. (Such rugs are more properly called tapestries, see page 140) Enchanted rugs exist, but are quite rare. See the Carpet entry (page 40) for more magical varieties.)



Rug, Mothering	300	3,000	DRAG156-28
Rug, Self-Cleaning	200	2,000	DRAG073-39
Rug, Smothering	—	1,500	2100-179
Rug, Welcome	6,500	45,000	2100-179

Name EP Cost Book/Page

Sabre

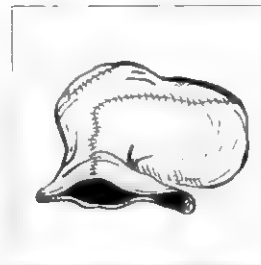
"Saber" is an alternative spelling for this term. A sabre is a long, curved, single-edged blade used mostly by horsemen. It is a popular weapon for light cavalry. Most sabres are fitted with large hilts that protect the wielder's hand when parrying or punching. The Persian style of the sabre is known as the shamshir, sometimes called a scimitar (see page 123).



Sabre -1	—	1,000	new item
Sabre +1	750	3,750	new item
Sabre +2	1,400	7,000	new item
Sabre +3	2,500	12,500	new item
Sabre +4	3,600	18,000	new item
Sabre +5	5,000	25,000	new item
Sabre, Sharpness +1	7,000	35,000	new item

Sack

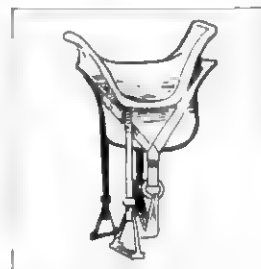
Heward's handy haversack appears to be an ordinary backpack that is well made but well-used. It is made of finely tanned leather and its straps have brass hardware and buckles. There are two side pouches, each of which appears large enough to hold about a quart of material, but each is similar to a bag of holding and will actually contain 20 pounds or two cubic feet of material.



Sack, Heward's Handy Haver- 3,000 30,000 2100-171

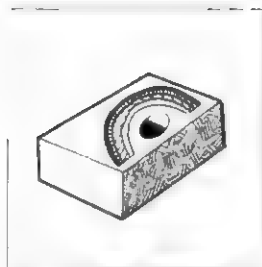
Saddle

A saddle is an item used to help secure a rider or cargo onto a mount or pack animal. The saddle has evolved through many changes in design. The basic saddle includes the frame (called the tree), the front end (called the pommel), and the back and (called the cantle). Elven saddles are made of wood and pliable, fibrous plants. Halfling saddles are soft and well cushioned. Gnomish saddles are painted and decorated with thin layers of silver, gold, or semi-precious gems. Orcs and goblins use saddles that are quite small, with fairly distinct pommels and nearly invisible cantles. Saddle use is assumed in the Land-based Riding proficiency unless the character is specifically from a culture proficient in riding bareback. Other characters who try to ride without a saddle is subject to special riding checks at the DM's discretion.



Saddle, Comforts, Torloch's	4,000	20,000	DLA1-057
Saddle, Flying	4,000	20,000	2121-143
Saddle, Riding	400	4,000	DRAG073-39
Saddle, Spirit-Horse	1,200	12,000	PHBR1-116
Saddle, Stability	100	5,000	DRAG073-39

Name	EP	Cost	Book/Page
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Safe, Extra-Dimensional

Safe

This magical strongbox is designed to be particularly difficult to break into. The safe appears to be a decorative block of wood the size of a small jewelry box. There are no apparent hinges or lid. There is a rainbow inlaid on the cube's top. Below the rainbow there is an inlaid metal disk, half black and half white. The owner can open the box by spinning the disk and speaking a command word.

4,450	44,500	AC11-043
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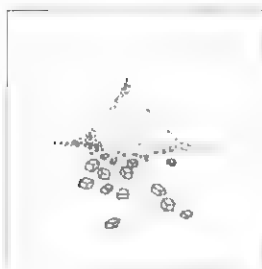
Sail



Sail, Black, Schnai	1,000	5,000	2023-077
Sail, Maneuverability +1	1,000	10,000	SJR2-71
Sail, Maneuverability +2	2,000	20,000	SJR2-71
Sail, Maneuverability +3	4,000	40,000	SJR2-71
Sail, Maneuverability -1	—	5,000	SJR2-71
Sail, Wind	600	6,000	new item

Sails are large triangular or rectangular pieces of sturdy cloth that are strung onto the masts of a ship or spelljammer. As the wind blows, the sail billows, fills with air, and forces the vessel in the direction of the wind. By manipulating the sail relative to the wind, and by working the vessel's rudder or steering oar, the navigators on board the craft can make the ship travel in nearly any direction.

Salt



Salt, Earth, of the

Salt, a compound of sodium and chlorine on some worlds, and a quasi-elemental element on others, is a necessary ingredient in good health. As the body sweats from exertion or from exposure to heat, the body loses essential salt that needs to be replenished.

100	1,000	POLY023-12
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Salve



Salves are thick fluids that must be rubbed or dripped into the skin, ears, or eyes to activate their magical properties. If a salve is imbibed, the magic is wasted. See the Ointment (page 101), Rub (page 121), and Oil (page 99) entries for more details and magical options.

Name	EP	Cost	Book/Page
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Salve, Far Seeing, Ash	1,000	5,000	2121-144
Salve, Far Seeing, Dust	1,000	5,000	2121-144
Salve, Far Seeing, Earth	1,000	5,000	2121-144
Salve, Far Seeing, Ice	1,000	5,000	2121-144
Salve, Far Seeing, Magma	1,000	5,000	2121-144
Salve, Far Seeing, Minerals	1,000	5,000	2121-144
Salve, Far Seeing, Negative	1,000	5,000	2121-144
Salve, Far Seeing, Ooze	1,000	5,000	2121-144
Salve, Far Seeing, Positive	1,000	5,000	2121-144
Salve, Far Seeing, Radiance	1,000	5,000	2121-144
Salve, Far Seeing, Salt	1,000	5,000	2121-144
Salve, Far Seeing, Smoke	1,000	5,000	2121-144
Salve, Far Seeing, Steam	1,000	5,000	2121-144
Salve, Far Seeing, Water	1,000	5,000	2121-144
Salve, Healing	200	400	1021-44

Sandal

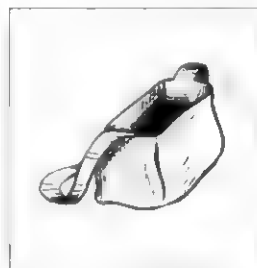


Sandal, Speed

Sandals are a primitive form of footwear that are popular even in the more "sophisticated" societies. They consist of a simple sole that is held in place by a series of loops around the toes, ankle, or top of the foot. If a sandal has no ankle strap, the loose sole tends to slap against the heel or toes when the wearer walks, making it difficult to walk quietly without practice.

500	20,000	1066a-91
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Satchel

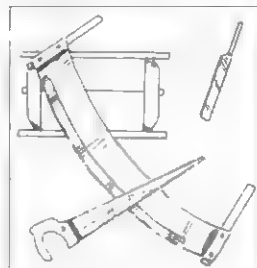


Satchel, Seed

A satchel is a large sack fitted with a shoulder strap. They usually are made from leather sheets with the straps attached to their hems. Most satchels are open topped and do not keep their contents completely safe from the weather. For additional magical options, see the Bag entry on page 26.

250	2,500	DRAG005-08
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Saw



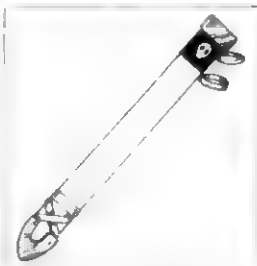
Saw, Cutting	700	7,000	AC04-060
Saw, Mighty Cutting	2,000	12,500	2100-179
Saw, Snoring	200	2,000	AC04-060

This common tool is a metal blade with one or two jagged edges. By energetically moving the jagged edges across a tree or log, the user can slice through the material. Each saw has at least one wooden handle. Very long saws (four feet to nine or more feet long) have two handles, one on each side. This allows two persons to work together when cutting an extremely large tree trunk.

Name	EP	Cost	Book/Page
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Scabbard

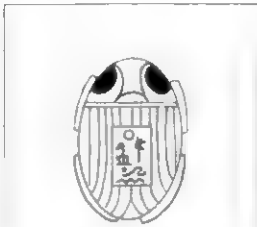
A scabbard is a sheath for a bladed weapon. There are as many types of scabbards as there are bladed weapons (see the Sheath entry, page 127, for additional magical possibilities). A smaller weapon can be placed loosely into a larger scabbard, but a larger weapon cannot be held within a smaller scabbard.



Scabbard, Poison, Dagger	500	5,000	PHBR2-108
Scabbard, Poison, Long Sword	500	5,000	PHBR2-108
Scabbard, Poison, Short Sword	500	5,000	PHBR2-108

Scarab

The scarab is a beetle-shaped symbol that can serve as a seal, amulet, holy symbol, or the like. Most scarabs are carved and engraved gemstones of large size and high quality. Generally, only the nobility or the very rich wear them. In some cultures (at the Dungeon Master's option), penalties exist for wearing such an item without the correct status.



Scarab, Protection	1,000	5,000	DRAG156-27
Scarab, Death	—	2,500	2100-179
Scarab, Defense	2,000	10,000	POLY051-22
Scarab, Enraging Enemies	1,000	8,000	2100-179
Scarab, Equus	1,200	12,000	DUNG022-34
Scarab, Versus Gargoyles	1,250	12,500	new item
Scarab, Golem, Versus Any	1,250	12,500	2017-102
Scarab, Golem, Versus Ash	1,250	12,500	new item
Scarab, Golem, Versus Bone	1,250	12,500	new item
Scarab, Golem, Versus Chitin	1,250	12,500	new item
Scarab, Golem, Versus Clay	500	3,500	2017-102
Scarab, Golem, Versus Doll	1,250	12,500	new item
Scarab, Golem, Versus Flesh	400	3,200	2017-102
Scarab, Golem, Versus Furnace	1,000	8,000	new item
Scarab, Golem, Versus Flesh/Clay/Wood	900	6,000	2100-179
Scarab, Golem, Versus Glass	1,250	12,500	new item
Scarab, Golem, Versus Iron	800	5,000	2017-102
Scarab, Golem, Versus Lightning	1,250	12,500	new item
Scarab, Golem, Versus Mechanical	1,250	12,500	new item
Scarab, Golem, Versus Obsidian	1,250	12,500	new item
Scarab, Golem, Versus Radiant	1,000	8,000	new item
Scarab, Golem, Versus Rock	1,250	12,500	new item
Scarab, Golem, Versus Sand	1,250	12,500	new item
Scarab, Golem, Versus Stone	600	4,000	2017-102
Scarab, Golem, Versus Wood	1,250	12,500	new item
Scarab, Golem, Versus Zombie	1,250	12,500	new item
Scarab, Insanity	1,500	11,000	2100-179
Scarab, Insect	1,000	5,000	DRAG073-36
Scarab, Life	3,000	30,000	FR10-84
Scarab, Protection +1	1,000	5,000	2100-179
Scarab, Protection +2	2,000	10,000	2100-179
Scarab, Protection +3	3,000	15,000	2100-179
Scarab, Protection +4	4,000	20,000	2100-179

Name	EP	Cost	Book/Page
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Scarab, Protection +5	5,000	25,000	2100-179
Scarab, Uncertainty	1,000	5,000	2121-144
Scarab, Venom	2,000	10,000	FR10-84

Scarf

A scarf is a knitted or cloth garment that is worn around the neck or over the head. Most scarves are designed to be wrapped into several layers to keep out chills. Lightweight scarves provide colorful decoration and can help keep the wearer's hair from getting tangled or windblown.



Scarf, Dry Steppes	2,000	12,500	2023-083
Scarf, Sinbad's Rainbow	Relic	P	1021-61

Scepter

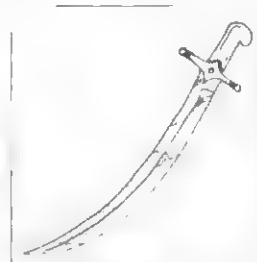
A scepter is a rod or wand made of metal or rare wood; most scepters are engraved and gem-studded. A scepter is usually an emblem of imperial puissance and authority, making its use or possession highly illegal in many societies. (The Dungeon Master has final say regarding scepter use in these countries.)



Scepter, Blast	4,000	45,000	1060-113
Scepter, Defending, Jade	2,000	8,000	2108-074
Scepter, Defense +4	1,000	4,000	DRAG086-26
Scepter, Dread, Munthassem Khan's	Relic	P	2006-50
Scepter, Entrapment	3,000	45,000	1060-118
Scepter, Forgotten City	1,000	5,500	2023-083
Scepter, Light	2,000	10,000	AC04-060
Scepter, Might, Evil	Relic	150,000	2011-161
Scepter, Might, Good	Relic	150,000	2011-161
Scepter, Might, Neutrality	Relic	150,000	2011-161
Scepter, Power	6,000	20,000	AC04-060
Scepter, Shih Stone +5	5,000	50,000	FRA3-04
Scepter, Time Journeying	7,000	70,000	2021-097
Scepter, Underworld	Relic	150,000	DUNG012-21

Scimitar

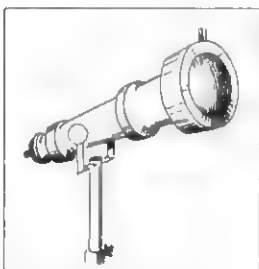
A scimitar is a curved sword. It is very common among desert nomads. The curved blade allows the wielder to make a more effective cut when striking downward from a galloping mount. The curve also allows a mounted warrior to ready his weapon for another swing more quickly after he has made a hit.



Scimitar +1	500	5,000	2011-125
Scimitar +2	750	6,000	2011-125

Name	EP	Cost	Book/Page
Scimitar +3	1,000	8,000	2011-125
Scimitar +4	1,750	9,000	2011-125
Scimitar +5	3,000	10,000	2011-125
Scimitar, Breathing	600	3,000	1013-58
Scimitar, Charming	800	4,000	1013-58
Scimitar, Deceiving	200	1,000	1013-58
Scimitar, Defending	800	4,000	1013-58
Scimitar, Deflecting	800	4,000	1013-58
Scimitar, Draining	1,000	500	1013-58
Scimitar, Extinguishing	800	4,000	1013-58
Scimitar, Finding	2,000	10,000	1013-58
Scimitar, Flaming	1,200	6,000	1013-58
Scimitar, Flying	1,000	5,000	1013-58
Scimitar, Flying of Tusmit +3	8,000	40,000	2023-087
Scimitar, Greenswathe +3	4,000	20,000	WGS1-62
Scimitar, Healing	3,000	15,000	1013-58
Scimitar, Hiding	1,200	6,000	1013-58
Scimitar, Holding	1,000	5,000	1013-58
Scimitar, Hornblade +1	1,000	3,000	new item
Scimitar, Hornblade +2	2,000	6,000	2100-184
Scimitar, Hornblade +3	3,000	9,000	2100-184
Scimitar, Lightning	4,000	30,000	1013-58
Scimitar, Shazzellim +1	1,000	5,000	FR04-58
Scimitar, Silencing	800	3,800	1013-58
Scimitar, Slicing	900	4,500	1013-58
Scimitar, Slowing	800	4,000	1013-58
Scimitar, Souls +3	Relic	P	FA1-49
Scimitar, Speed	500	2,500	DRAG179-68
Scimitar, Speed +1	2,500	9,000	2100-184
Scimitar, Speed +2	3,000	12,000	2100-184
Scimitar, Speed +3	3,500	15,000	2100-184
Scimitar, Speed +4	4,000	18,000	2100-184
Scimitar, Speed +5	4,500	21,000	2100-184
Scimitar, Spellblade (1st level) +2	1,100	8,000	1060-119
Scimitar, Spellblade (2nd level) +2	1,200	10,000	1060-119
Scimitar, Spellblade (3rd level) +2	1,300	12,000	1060-119
Scimitar, Spellblade (4th level) +2	1,400	14,000	1060-119
Scimitar, Spellblade (5th level) +2	1,500	16,000	1060-119
Scimitar, Spellblade (6th level) +2	1,600	18,000	1060-119
Scimitar, Spellblade (7th level) +2	1,700	20,000	1060-119
Scimitar, Translating	1,000	1,500	1013-58
Scimitar, Watching	1,000	2,500	1013-58
Scimitar, Wishing	2,000	10,000	1013-58

Scope

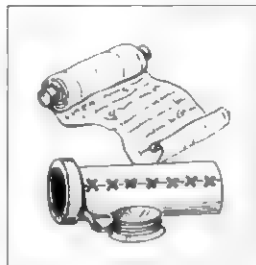


A scope resembles a foot-long brass tube with a clear lens at each end. By peering through the eyepiece, the user can see a distant object as though it were much closer than it really is. See the Telescope entry (page 141) for more information and magical possibilities.

Scope, Celestial Seeing	1,500	15,000	SJQ1-87
Scope, Seeing	1,000	10,000	PHBR4-109

Name	EP	Cost	Book/Page
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Scroll



Scrolls are usually found in cylindrical tubes of ivory, jade, leather, metal, or wood. Each scroll is written in its own magical cipher. To understand what type of scroll has been found, the ability to *read magic* must be available. Once a scroll is read to determine its contents, a *read magic* spell is not needed to read it a second time or to invoke its magic.

Scroll, 1 Spell, Level 1-4	400	2,000	2100-135
Scroll, 1 Spell, Level 1-6	600	3,000	2100-135
Scroll, 1 Spell, Level 2-7 Priest	700	3,500	2100-135
Scroll, 1 Spell, Level 2-9	900	4,500	2100-135
Scroll, 2 Spells, Level 1-4	800	4,000	2100-135
Scroll, 2 Spells, Level 2-7 Priest	1,400	7,000	2100-135
Scroll, 2 Spells, Level 2-9	1,800	9,000	2100-135
Scroll, 3 Spells, Level 1-4	1,200	6,000	2100-135
Scroll, 3 Spells, Level 2-7 Priest	2,100	10,500	2100-135
Scroll, 3 Spells, Level 2-9	2,700	13,500	2100-135
Scroll, 4 Spells, Level 1-6	2,400	12,000	2100-135
Scroll, 4 Spells, Level 1-6(Priest	2,400	12,000	2100-135
Scroll, 4 Spells, Level 1-8	3,200	16,000	2100-135
Scroll, 5 Spells, Level 1-6	3,000	15,000	2100-135
Scroll, 5 Spells, Level 1-6 Priest	3,000	15,000	2100-135
Scroll, 5 Spells, Level 1-8	4,000	20,000	2100-135
Scroll, 6 Spells, Level 1-6	3,600	18,000	2100-135
Scroll, 6 Spells, Level 3-6 Priest	3,600	18,000	2100-135
Scroll, 6 Spells, Level 3-8	4,800	24,000	2100-135
Scroll, 7 Spells, Level 1-8	5,600	28,000	2100-135
Scroll, 7 Spells, Level 2-7 Priest	4,900	24,500	2100-135
Scroll, 7 Spells, Level 2-9	6,300	31,500	2100-135
Scroll, 7 Spells, Level 4-7 Priest	4,900	24,500	2100-135
Scroll, 7 Spells, Level 4-9	6,500	32,500	2100-135
Scroll, Animal Growth	1,200	6,000	113-91
Scroll, Communication	3,000	15,000	1013-50
Scroll, Creation	4,000	20,000	1013-50
Scroll, Cursed	—	200	2100-146
Scroll, Delay	1,000	5,000	1013-50
Scroll, Domination	1,500	4,500	DRAG091-55
Scroll, Equipment	1,000	5,000	1013-50
Scroll, Erasing	1,600	9,000	DRAG030-36
Scroll, Grant	—	*	DRAG179-69
Scroll, Ha Rahni	2,000	7,000	1032-063
Scroll, Hair Loss	100	2,000	LC4-31
Scroll, Illumination	1,200	6,000	1013-50
Scroll, Mages	2,000	10,000	1013-50
Scroll, Map	—	800	2100-146
Scroll, Mapping	1,200	3,600	POLY058-10
Scroll, Nether	2,500	7,500	FR05-60
Scroll, Portals	3,000	9,000	1013-50
Scroll, Protection, Acid	2,500	7,500	2100-146
Scroll, Protection, Air	2,000	6,000	DRAG179-69
Scroll, Protection, Breath	—	—	—
Weapon, Dragon	2,000	6,000	2017-091
Scroll, Protection, Breath	—	—	—
Weapon, Non-dragon	2,000	6,000	2017-091
Scroll, Protection, Cold	2,000	6,000	2100-146
Scroll, Protection, Divination	2,000	6,000	DRAG179-70
Scroll, Protection, Earth	—	—	DRAG179-70
Scroll, Protection, Earth and Stone	2,000	10,000	FOR2-70

Name	EP	Cost	Book/Page
Scroll, Protection, Electricity	1,500	4,500	2100-146
Scroll, Protection, Elemental, Air	1,500	4,500	2100-146
Scroll, Protection, Elemental, All	1,500	4,500	2100-146
Scroll, Protection, Elemental, Earth	1,500	4,500	2100-146
Scroll, Protection, Elemental, Fire	1,500	4,500	2100-146
Scroll, Protection, Elemental, Water	1,500	4,500	2100-146
Scroll, Protection, Fire	2,000	6,000	2100-146
Scroll, Protection, Gas	2,000	6,000	2100-146
Scroll, Protection, Genies, All	1,500	4,500	DRAG179-70
Scroll, Protection, Genies, Any Tasked Genie	1,500	4,500	DRAG179-70
Scroll, Protection, Genies, Dao	1,500	4,500	DRAG179-70
Scroll, Protection, Genies, Djinni	1,500	4,500	DRAG179-70
Scroll, Protection, Genies, Efreeti	1,500	4,500	DRAG179-70
Scroll, Protection, Genies, Marid	1,500	4,500	DRAG179-70
Scroll, Protection, Heat	2,000	6,000	DRAG179-70
Scroll, Protection, Illusion	1,500	4,500	2017-091
Scroll, Protection, Lycanthropes			DRAG179-70
Scroll, Protection, Lycanthrope, All	2,000	6,000	2100-146
Scroll, Protection, Lycanthrope, Shape-Changers	1,000	3,000	2100-146
Scroll, Protection, Lycanthrope, Werebear	1,000	3,000	2100-146
Scroll, Protection, Lycanthrope, Wereboar	1,000	3,000	2100-146
Scroll, Protection, Lycanthrope, Wererat	1,000	3,000	2100-146
Scroll, Protection, Lycanthrope, Weretiger	1,000	3,000	2100-146
Scroll, Protection, Lycanthrope, Werewolf	1,000	3,000	2100-146
Scroll, Protection, Magic	1,500	4,500	2100-146
Scroll, Protection, Paralyzation	1,500	4,500	2017-091
Scroll, Protection, Petrification	2,000	6,000	2100-146
Scroll, Protection, Plants	1,000	3,000	2100-146
Scroll, Protection, Poison	1,000	3,000	2100-146
Scroll, Protection, Spirits	2,000	6,000	2018-135
Scroll, Protection, Traps, Any	3,000	9,000	2017-092
Scroll, Protection, Traps, Magical	2,000	6,000	2017-092
Scroll, Protection, Traps, Mechanical	2,000	6,000	2017-092
Scroll, Protection, Undead	1,500	4,500	2100-147
Scroll, Protection, Water	1,500	4,500	2100-147
Scroll, Protection, Weapon, Magical Blunt	1,000	3,000	2017-092
Scroll, Protection, Weapon, Magical Edged	1,000	3,000	2017-092
Scroll, Protection, Weapon, Magical Missile	1,000	3,000	2017-092
Scroll, Protection, Weapon, Non-magical Blunt	1,000	3,000	2017-092
Scroll, Protection, Weapon, Non-magical Edged	1,000	3,000	2017-092
Scroll, Protection, Weapon, Non-magical Missile	1,000	3,000	2017-092
Scroll, Questioning	2,000	6,000	1013-50
Scroll, Repetition	1,000	3,000	1013-50
Scroll, Return	2,000	6,000	1053-055
Scroll, Secrecy	1,200	6,000	DRAG073-39
Scroll, Seeing	1,000	5,000	1013-50
Scroll, Shelter	1,500	4,500	1013-50
Scroll, Spellcatching, 1st-2nd level spells	2,000	10,000	1013-51

Name	EP	Cost	Book/Page
Scroll, Spellcatching, 1st-4th level spells	4,000	20,000	1013-51
Scroll, Spellcatching, 1st-6th level spells	6,000	30,000	1013-51
Scroll, Spellcatching, 1st-8th level spells	8,000	40,000	1013-51
Scroll, Stellar Path	2,500	7,500	2021-091
Scroll, Suggestion	—	1,000	DRAG091-55
Scroll, Tattoo	3,000	30,000	POLY058-09
Scroll, Timon	2,000	10,000	CN2-029
Scroll, Transmutation	100	1,000	DRAG168-20
Scroll, Trapping	300	3,000	1013-51
Scroll, Treasure Map	400	4,000	1011-44
Scroll, Truth	600	6,000	1013-51

* Sale value varies according to the nature of the grant.

Sculpture

A sculpture is a three-dimensional work of art made by carving, etching, modeling, shaping, welding, or whitening a solid material. Most sculptures are made in the likeness of an individual or important object. There few limitations on the medium that can be used for sculpture; sculptors have used everything from ice to granite, and from wood to crystal.



Sculpture, Arcadia	2,000	6,000	2121-147
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Scythe

A scythe consists of a long wooden handle topped with a curved blade. It is often used to cut hay or grain. Some scythes have blades that can be locked into two positions: perpendicular to the handle (the normal position), and parallel to the handle. Changing the handle requires one full round. Using a scythe takes two hands.



Scythe, Withering +2	900	9,000	DRAG076-16
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Seal

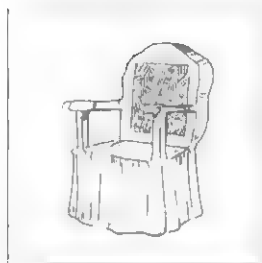
A seal is a ceramic or metal stamp, usually a cylinder, that bears a raised or engraved emblem. They are used to impress an emblem into a soft medium such as wax or lead. In many cultures, no order or document is considered genuine unless it bears the writer's personal seal. Severe penalties await those who forge or misuse seals.



Seal, Deception	600	6,000	2018-135
Seal, Vigor	1,000	10,000	2018-135

Name EP Cost Book/Page

Seat



Seat, Bane

These stone chairs of antique design and make are found only in ancient places. The back rises far above the shoulders of those who sit in them. Seats often are made of marble, granite, or other monumental stone and usually are chiseled and molded to perfectly fit the individual they were designed to seat.

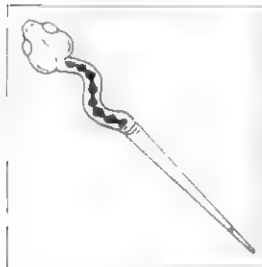
6,000 160,000 FA1-50

Seed



Seed, Chain Daisy	70	700	DRAG030-36
Seed, Dragon Lily	60	600	DRAG030-36
Seed, Goldbug	100	1,000	DRAG030-36
Seed, Growth	200	2,000	AC04-060
Seed, Hill	150	1,500	DRAG005-09
Seed, Mountain	200	2,000	DRAG005-07
Seed, Sun	1,500	15,000	SJA3-59
Seed, Sweet Onion	300	3,000	DRAG030-36
Seed, Wealth	1,000	10,000	PHBR4-109

Serpent



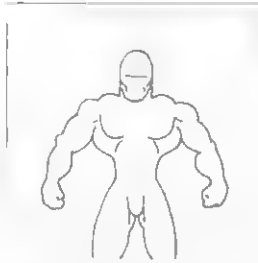
Serpent, Carved, Giant

The term "serpent" is an alternative name for snake or viper. Statues or carvings of giant serpents can be found in many dungeons and temples. Some of these are enchanted and will animate and attack if the area or object they guard is disturbed.

3,000 30,000 2006-49

Name EP Cost Book/Page

Servant



Servant, Leuk-O's Mighty Servant, Serpent

The magical variety of the servant is an all-obedient automation that accommodates nearly any need the user has (and that the item can objectively carry out). These items have no minds and no will of their own. Generally, they carry out their orders to the letter, even if the owner gives them incorrect instructions.

Relic 185,000 2011-159
2,000 20,000 CB2-029

Shade



Shade, Shadow, of the

A shade is a strip of heavy cloth that is hung over a window or doorway to block out light. Unlike a curtain, a shade usually is kept rolled up, out of the way and out of sight, when not in use.

700 7,000 POLY043-22

Shaker

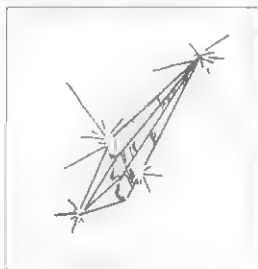


Shaker, Salt, Eternal

A shaker is a hollow object that can be filled with a granular substance. The shaker is corked at the bottom and holes at the top allow the granulated substance (such as salt or ground black pepper) to pass out in a controlled manner, allowing the user to sprinkle the substance evenly across food, water, etc.

300 3,000 DRAG03 0-36

Shard



Shard, Sakkrad

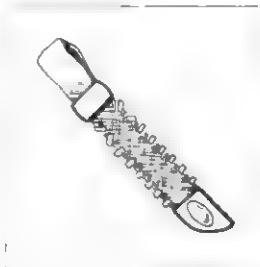
According to very old legends, the original home of mankind was a vast mountain so huge that the sun rose from one of its peaks and set on the opposite. The entire base of this mountain is the fabled emerald Sakkrad; its reflection gives the azure hue to the sky. One small piece of this emerald, the shard of Sakkrad was stolen by a djinni.

Relic P 1021b-61

Name EP Cost Book/Page

Sheath

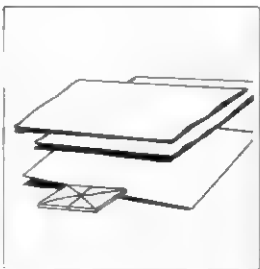
A sheath is a tight-fitting cover used to protect an item from rust, dents, and scratches. Sheaths also allow people to carry sharp blades without getting accidentally cut. Generally, sheaths are created from leather, tied closed with leather straps or cord, and secured to the belt. See the Scabbard entry (page 123) for more magical options.



Sheath, Holding, Bastard Sword	1,000	5,000	PHBR1-115
Sheath, Holding, Cutlass	1,000	5,000	PHBR1-115
Sheath, Holding, Dagger	500	2,500	PHBR1-115
Sheath, Holding, Dirk	500	2,500	PHBR1-115
Sheath, Holding, Drusus	500	2,500	PHBR1-115
Sheath, Holding, Gladius	1,000	5,000	PHBR1-115
Sheath, Holding, Katana	500	2,500	PHBR1-115
Sheath, Holding, Khopesh	1,000	5,000	PHBR1-115
Sheath, Holding, Knife	500	2,500	PHBR1-115
Sheath, Holding, Long Sword	1,000	5,000	PHBR1-115
Sheath, Holding, Main-gauche	1,000	5,000	PHBR1-115
Sheath, Holding, Rapier	1,000	5,000	PHBR1-115
Sheath, Holding, Sabre	1,000	5,000	PHBR1-115
Sheath, Holding, Scimitar	1,000	5,000	PHBR1-115
Sheath, Holding, Short Sword	500	2,500	PHBR1-115
Sheath, Holding, Stiletto	500	2,500	PHBR1-115
Sheath, Holding, Two-Handed Sword	1,000	5,000	PHBR1-115
Sheath, Holding, Wakizashi	1,000	5,000	PHBR1-115
Sheath, Vampire	2,000	10,000	HW A3-63

Sheet

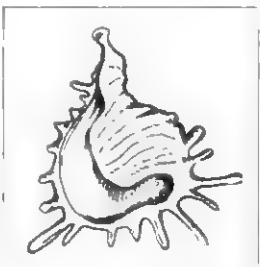
A sheet is a thin, flat piece of material. Paper, parchment, leather, silk, metal, linen, and other types of cloth, are just a few. materials that come in sheets. Generally, non-metallic sheets are easily manipulated, folded, crumpled, or torn. Extra care should be exercised at all times when using a magical sheet.



Sheet, Smallness	1,500	15,000	2100-179
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Shell

Shells are natural products that come from turtles, mollusks, and many other kinds aquatic and ocean life. Shells come in many shapes and sizes. An intact shell can be used as a container, household implement, decoration, or musical instrument. Shell fragments can be made into jewelry, buttons, and, in some cultures, money.

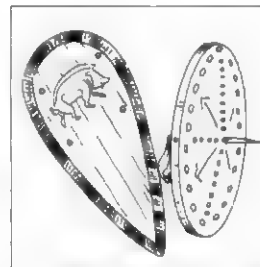


Shell, Conch	300	3,000	LNA2-87
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Name EP Cost Book/Page

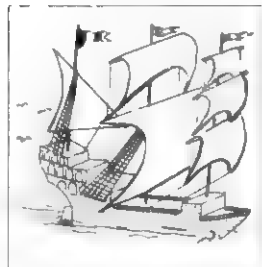
Shield

A shield is a protective item made of wood, hide, or leather and carried on the forearm. They come in a variety of shapes and sizes. The most familiar is the "heater"—a flat top with a curving, pointed bottom. Some very small shields are made from metal; many wooden shields have metal rims.



Shield +1	250	2,500	1011-42
Shield +2	500	5,000	1011-42
Shield +3	800	8,000	2011-124
Shield +4	1,200	12,000	2011-124
Shield +5	1,750	17,500	2011-124
Shield, Aegis +5	Relic	P	2108-106
Shield, Berserking, Thillonrian +2	1,200	12,000	2023-087
Shield, Buckler +1	150	1,500	2017-088
Shield, Buckler +2	350	3,500	2017-088
Shield, Buckler +3	650	6,500	2017-088
Shield, Buckler, Shoon's +2	400	4,000	FR04-32
Shield, Caloric	500	5,000	POLY047-27
Shield, Discus	1,000	10,000	DRAG037-47
Shield, Dzance's Guardian +0	1,000	10,000	FR04-30
Shield, Energy Drain +1	2,000	20,000	new item
Shield, Energy Drain +2	3,000	30,000	X10-41
Shield, Goblin of the Pomarj +2	1,250	7,500	2023-087
Shield, Greyhawk +3	1,050	10,500	2023-087
Shield, Grimjaw +0	1,000	10,000	DRAG089-18
Shield, Grimtooth	800	3,000	FR04-30
Shield, Hawkstone's Bulwark +2	1,500	9,000	FR04-30
Shield, Hephaestus +3	3,000	30,000	2006-17
Shield, Holy +1	750	6,000	new item
Shield, Holy +2	1,000	8,000	POLY058-09
Shield, Holy, of the	700	7,000	DRAG179-68
Shield, Huma +3/+5	1,500	15,000	2021-093
Shield, Impenetrable, Kiahn	4,000	40,000	DRAG040-28
Shield, Kirith-Kanoi +3	1,200	12,000	POLY043-21
Shield, Laeral's Spell +1	500	5,000	FR04-31
Shield, Lorin, of +2/+3	550	5,500	DLE3-063
Shield, Medicine	1,000	5,000	DUN G032-63
Shield, Medusae	3,000	18,000	PHB R1-116
Shield, Missile Attractor -1	—	750	2100-182
Shield, Missile Attractor -2	—	1,500	new item
Shield, Missile Attractor -3	—	2,250	new item
Shield, Missile Protector +1/+4	400	4,000	2100-182
Shield, Proof against Acid	500	2,500	new item
Shield, Proof against Cold	500	2,500	DRAG179-68
Shield, Proof against Electricity	500	2,500	DRAG179-68
Shield, Proof against Fire	500	2,500	DRAG179-68
Shield, Proof against Heat	500	2,500	new item
Shield, Protection, Dragon	1,100	11,000	DRAG099-52
Shield, Reptar's Wall	1,000	6,000	DRAG089-14
Shield, Reptar's Wall +1	2,000	12,000	FR04-31
Shield, Thurbrand's Protector +1	5,000	25,000	FR04-33
Shield, Tortoise	—	—	DRAG179-68
Shield, White +4	1,200	12,000	IMAG029-36

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
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Ship, Pearl

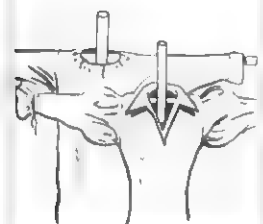
Ship

"Ship" is a generic term for large craft made to carry cargo and passengers across great expanses of water or into wildspace. Generally a vessel is called a ship if it is at least 30 feet long, has a hull completely enclosed by a deck, and is built strongly enough to withstand a journey on the open sea. See the Barge, Boat, Canoe, Galley, and Xebec entries for other magical examples.

70,000	700,000	GAZ09-43
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Shirt

A shirt is a general-purpose garment that covers the top half of the body. It usually has sleeves. A shirt can be made of almost any kind of light-or medium-weight cloth. Wool, linen, cotton are most common. Generally, the more comfortable the shirt's material, the higher the shirt's price.



Shirt, Invulnerability, Silken, AC 4	6,000	30,000	HR1-66
Shirt, Invulnerability, Silken, Drowning	1,500	10,500	HR 1-66
Shirt, Invulnerability, Silken, Fire and Cold	2,000	14,000	HR1-66
Shirt, Invulnerability, Silken, Missile Weapons	1,800	13,000	HR1-66
Shirt, Invulnerability, Silken, Poison Immunity	1,500	12,500	HR 1-66
Shirt, Protection +1	1,000	10,000	HR1-66
Shirt, Protection +2	2,000	20,000	HR1-66
Shirt, Protection +3	3,000	30,000	HR1-66
Shirt, Protection +4	4,000	40,000	HR1-66
Shirt, Protection +5	5,000	50,000	HR1-66
Shirt, War AC 1	5,000	50,000	DUNG032-63
Shirt, War AC 2	4,000	40,000	DUNG032-63
Shirt, War AC 3	3,500	35,000	DUNG032-63
Shirt, War AC 4	3,000	30,000	DUNG032-63
Shirt, War AC 5	2,500	25,000	DUNG032-63
Shirt, War AC 6	2,000	20,000	DUNG032-63

Shoe

A shoe is a sturdy article that completely encloses the foot, top and bottom. Any footwear that reaches above the ankle, however, is more properly called a boot. A good shoe has a sturdy sole, and stiff uppers that protect and support the foot in all but the roughest terrain. See the Boot, Slipper, and Sandal entries for more information and magical options.



Shoe, Fharlanghn	2,000	20,000	2017-103
Shoe, Leaping & Tumbling	2,500	20,000	POLY036-27
Shoe, White Bronze	1,000	5,000	PC1-60
Shoe, Woodland	750	2,500	POLY047-27

Shot

The term "mage shot" is the common name for unusual enchanted accelerator, bombard, catapult, or jettison ammunition used aboard spelljammers. There are several different varieties that produce different effects when they hit. Mage shot that misses its target dissipates harmlessly into space.



Shot, Mage, Dust	100	1,000	1072a-83
Shot, Mage, Ring	100	1,000	1072a-83
Shot, Mage, Shatter	80	750	DRAG159-17
Shot, Mage, Shrapnel	150	1,400	SJR2-72
Shot, Mage, Skunk	50	450	DRAG159-17
Shot, Mage, Snow	90	900	1072a-84
Shot, Mage, Termite	70	630	DRAG159-17
Shot, Mage, Warp	100	850	SJR2-72

Shovel

Like the pick, a shovel is a standard miner's tool. Ordinary shovels have wooden handles about four feet long, fitted with metal blades. Most shovel blades are slightly curved for carrying loose dirt and have blunt points to penetrate firm earth. Magical shovels tend to be indistinguishable from normal ones.

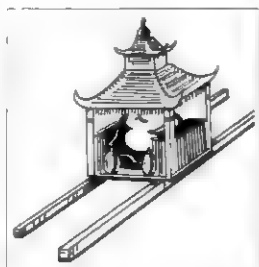


Shovel, Animation	700	4,200	AC04-060
Shovel, Digging	600	3,600	AC04-060
Shovel, Gravedigging	500	3,000	AC04-060
Shovel, Interment	400	2,400	AC04-061

Name EP Cost Book/Page

Shrine

A shrine is a special structure dedicated to a deity. In the lands of Kara-Tur, shrines are carried like palanquins. Long poles allow teams of about 20 bearers to move the shrine about. Most eastern monasteries and temples have shrines and they are often carried into battle by a squad of priests.



Shrine, Minyan 1,000 6,500 2018-134

Sickle

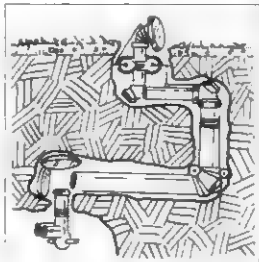
A sickle is a farm implement consisting of a crescent-shaped blade mounted on a short handle. It is used for cutting weeds, grass, and grains. Peasants or adventurers who have no weapon and are forced to make do with whatever they can find use them as weapons. Druids favor the sickle because of its strong association with agriculture. Golden sickles are used to harvest mistletoe as a component for druidic spells.



Sickle +1	400	2,000	new item
Sickle +2	800	4,000	new item
Sickle +3	1,400	7,000	new item
Sickle +4	2,000	10,000	new item
Sickle +5	3,000	15,000	new item
Sickle -1 Cursed	—	1,000	new item
Sickle, Adamant, Cronos' +5	Relic	P	2006-15
Sickle, Black Blightbringer	1,000	10,000	FR02-63
Sickle, Golden	600	6,000	FR02-63
Sickle, Lycanthropy +1	800	4,000	new item
Sickle, Lycanthropy +2	1,200	6,000	LNA3-51

Sighting System

Gnomes commonly use the *secure sighting system* device to secretly watch the surface from their burrows. It consists of a long tube with mirrors and lenses, mounted on a swivel. It comes with cranks and levers to push it up, pull it down, or to rotate it. A system of counter weights helps to lift the tube. The device allows clear sight for 120°. Each time it is pushed up, there is a 10% chance the counterweights will push too fast and launch the tube up into the air, or cause the tube to remain stuck in its shaft until repaired.

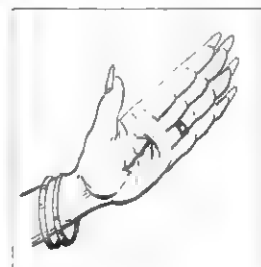


Sighting System, Secure 75 750 AC11-092

Name EP Cost Book/Page

Sign

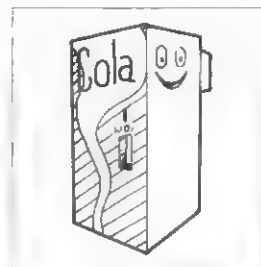
The *palm sign* is a very important symbol in desert cultures. It magically appears on the palm of the woman chosen by fate to be the bride of the sheik of the oasis. The mark also appears on the palm of the woman betrothed to the sheik's first-born son.



Sign, Palm Relic P 14-32

Simulacrum

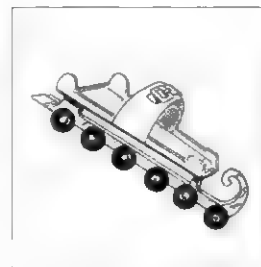
A simulacrum is a magical construct that simulates a living creature. The type described here produces a dark, sweet elixir. The simulacrum is a colorful box standing on one end. Its usual colors are red, white, and blue. Glowing runes read "Cola," "Exact Change When Lit," and other untranslatable, arcane sayings.



Simulacrum, Ardraken's Refreshment — 11,500 AC11-005

Skates

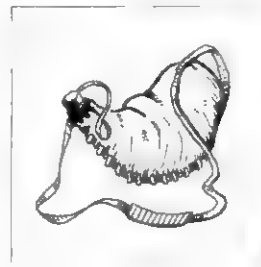
These are enchanted boots fitted with small wheels. Anyone wearing them can move at a rate of 24 over any surface: water, mud, stairs, etc., even over walls and ceilings. When doing so, the wheels emit a strange, soft sound which resembles the purring of a giant cat.



Skates, Roller Hoopers, of the 3,000 15,000 DRAG134-44

Skin

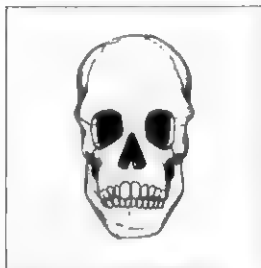
Water and wine skins come in a variety of shapes, sizes, and materials. The most common type is a kidney-shaped goatskin bag with a metal cap on the narrow end. Others can be made of sheepskin, bearskin, or other hide. Barbaric races and humanoids (especially orcs, goblins, and hobgoblins) adorn their skins with teeth, horns, or hooves of the animal that gave up its hide.



Skin, Pouring, of 500 2,500 1066a-82

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
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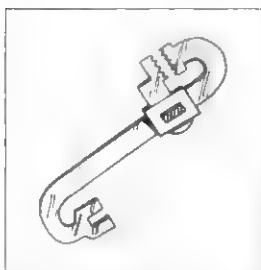
Skull



The skull is the bony structure that forms a creature's head and protects the brain and most sense organs. Many cultures use the skull to frighten enemies from sacred grounds, while others use the bone in many mystical ceremonies.

Skull, Death	1,000	10,000	DRAG005-07
Skull, Mezin's	1,200	12,000	1032-095
Skull, Questions	Relic	P	2006-09
Skull, Singing	2,000	20,000	PHBR4-124

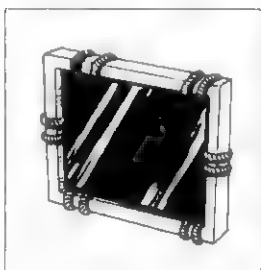
Skyhook



The term "skyhook" is a generic name for all hand-held gnomish tools. However, the term also describes a specific kind of gnomish tool with multiple functions. Certain extra items may be needed for some gnomish projects, such as scaffolding for really big jobs, but an old gnome saying is, "A good gnome needs naught but skyhooks."

Skyhook, Glitterlode's Blessed +1	700	7,000	PC2-40
Skyhook, Glitterlode's Blessed +2	1,400	14,000	PC2-40
Skyhook, Glitterlode's Blessed +3	2,100	21,000	PC2-40
Skyhook, Glitterlode's Blessed +4	2,800	28,000	PC2-40

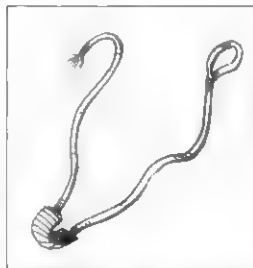
Slate



A *slate of identification* is a valuable device that can identify magical items of most sorts, and sometimes can reveal an item's command words. It is a piece of very smooth stone held firmly in an ornate wooden frame. It is usually about three feet square, although larger or smaller slates exist.

Slate, Identification	1,000	10,000	AC04-061
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Sling



This weapon has existed since the beginning of recorded history. The basic sling consists of a leather or fabric strap with a pouch for a missile. The sling is held by both ends of the strap and twirled above the wielder's head. When the twirling reaches top speed, the missile is launched by releasing one of the strap's ends. The sling is a cheap and simple weapon, but it takes great skill to use one accurately. Although sling missiles can quickly kill small game

animals, the time and space required to launch a sling attack make it a poor hunting weapon in close terrain. The sling's missile is either a smooth, rounded stone or a ball of lead. While stones are easier to find (any shallow stream has an abundance of smooth stones), a lead bullet causes more damage and flies farther.

Sling +1	400	3,200	new item
Sling +2	800	6,400	new item
Sling +3	1,350	11,000	new item
Sling, Black +3	1,800	15,000	GAZ08-20
Sling, Seeking +1	350	3,500	new item
Sling, Seeking +2	700	7,000	2100-184

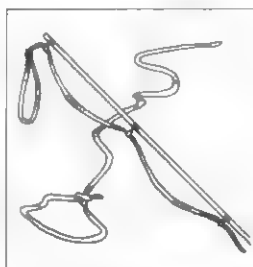
Slipper



A slipper is an ornate piece of footwear used primarily after a character retires for the evening. Slippers are made of soft, comfortable material; they allow the wearer to walk quietly about the house or room without waking nearby sleepers. Its primary function is to protect the user's feet from the cold floor when walking about the room before and after sleep.

Slipper, Dancing	500	2,500	DRAG179-73
Slipper, Dragon	3,000	15,000	PHBR4-124
Slipper, Drinking	300	3,000	AC04-061
Slipper, Glass	400	4,000	AC04-061
Slipper, Kicking	750	6,000	2017-103
Slipper, Ruby	1,000	5,000	DRAG045-23
Slipper, Soft Movement	1,000	5,000	DR AG179-73
Slipper, Spider Climbing	1,000	10,000	2100-179

Snare



The snare is an ancient type of trap. The simplest variety of snare uses a carefully concealed noose attached to a heavy object. Once entangled in the noose, the victim's own movement draws the noose tight. Other snares use a fresh sapling or other springy object to tighten the noose instantly.

Snare, Chilling	1,000	10,000	1060-114
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Name EP Cost Book/Page

Snuffer

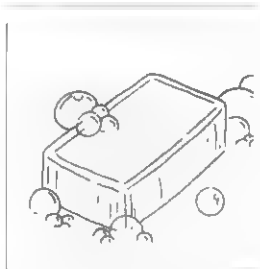
A snuffer is a metal rod with a cup on one end. It is used to snuff out candles and other small flames. Snuffers are often made of brass or some other attractive metal and have handles anywhere from two inches to three feet long. Magical snuffers usually function when touched to either the flame or the body of a lit candle.



Snuffer, Death	200	2,000	AC04-061
Snuffer, Dousing	600	6,000	AC04-061
Snuffer, Explosion	1,000	10,000	AC04-061
Snuffer, Serving	200	2,000	AC04-061
Snuffer, Transference	3,000	30,000	AC04-061

Soap

Soap is a very useful (although at times rare) commodity usually made from animal or vegetable fat mixed with salt or ash. When used with water, soap creates a slippery foam that removes the dirt, filth, and odor from the body, clothing, or gear. Soap's fat content also allows it to be used as a lubricant or temporary waterproofing agent.



Soap, Abrasion	100	1,000	AC04-061
Soap, Scented	150	1,500	DRAG163-21
Soap, Washing	200	2,000	AC04-061

Sock

Socks are knitted or cloth garments worn on the feet. They help protect the feet from cold and from chafing against boots or shoes, which can be very roughly made. Socks also absorb odors and protect footgear from perspiration and natural oils from the wearer's skin.



Sock, Dryness	300	3,000	DRAG030-37
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Solution

The *ultimate solution* is a strange and magical liquid that appears to be nothing more remarkable than some sort of minor oil or potion. However, the solution can immediately dissolve any magical and nonmagical glue, cement, adhesive, or other sticky material to which it is applied.



Solution, Ultimate	1,000	7,000	2017-103
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Name EP Cost Book/Page

Solvent

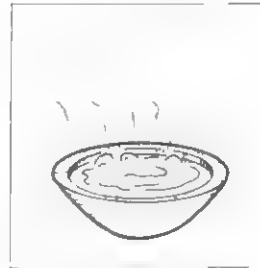
The *universal solvent* is a magical liquid which for all practical purposes is identical to the *ultimate solution*. It instantly dissolves anything sticky. Sages speculate that rival alchemists created these two liquids. Perhaps the discovered it simultaneously or perhaps one stole the formula from the other.



Solvent, Universal	1,000	7,000	2100-181
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Soup

Soup is a liquid food made from boiling meats, fish, vegetables, and other ingredients in water. Both the broth and the ingredients are eaten. Most soups are eaten hot, but some are served cold.



Soup, Find Familiar	300	3,000	DRAG076-17
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Spade

The *spade of colossal excavation* is a tool, 8' long with a shovel-like blade 2' wide and 3' long. Any warrior with a strength score of 18 or more can use it to dig great holes. One cubic yard of normal earth can be excavated in one round. After 10 rounds of digging, the user must rest for five rounds. Gravel or hard clay takes twice as long to dig through.



Spade, Colossal Excavation	1,000	6,500	2100-180
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Spear

The spear dates back to the most primitive times. The first spears were simply wooden poles or sticks sharpened at one end. When fire was discovered and mastered, spear points were hardened by charring. As people became more adept at using tools, spears were fitted with stone heads, and later iron and steel heads.

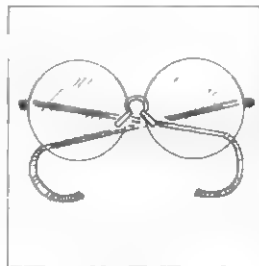


Spear +1	500	3,000	2011-125
Spear +2	1,000	6,500	2011-125
Spear +3	1,750	15,000	2011-125
Spear +4	2,000	20,000	2011-125
Spear +5	3,000	25,000	2011-125

Name	EP	Cost	Book/Page
Spear, Alkarg	1,800	15,000	DRAG 078-56
Spear, Backbiting +1	—	1,200	2003-48
Spear, Backbiting +2	—	1,500	2003-48
Spear, Backbiting +3	—	1,800	2003-48
Spear, Breathing	600	3,000	1013-58
Spear, Charming	800	4,000	1013-58
Spear, Cursed Backbiter	—	1,200	2100-184
Spear, Deceiving	200	1,000	1013-58
Spear, Defending	800	4,000	1013-58
Spear, Deflecting	800	4,000	1013-58
Spear, Draining	1,000	5,000	1013-58
Spear, Extinguishing	800	4,000	1013-58
Spear, Finding	2,000	10,000	1013-58
Spear, Flaming	1,200	6,000	1013-58
Spear, Flying	1,000	5,000	1013-58
Spear, Gungnir +5	Relic	P	GUN06-22
Spear, Hadrion's +3	3,000	30,000	POLY043-21
Spear, Healing	3,000	15,000	1013-58
Spear, Heartseeker +2	1,750	15,000	1066a-91
Spear, Hiding	1,200	6,000	1013-58
Spear, Holding	1,000	5,000	1013-58
Spear, Lightning	4,000	21,000	101 3-58
Spear, Reed-Stalk	500	2,500	HR1-66
Spear, Returning	1,000	5,000	X07-32
Spear, Sharks +2/+4	1,500	10,000	DRAG048-12
Spear, Silencing	800	3,800	1013-58
Spear, Slicing	900	4,500	1013-58
Spear, Slowing	800	4,000	1013-58
Spear, Smoke	4,000	20,000	FRE1-42
Spear, Speeding	750	3,500	1013-58
Spear, Translating	1,000	1,500	10 13-58
Spear, Watching	1,000	2,000	1013-58
Spear, Wishing	1,200	12,000	1013-58

Spectacle

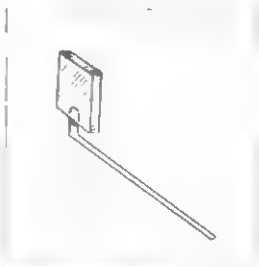
Spectacles are lenses of crystal or glass set in metallic frames. These lenses enable their users to see the details that their eyes would normally be unable to perceive. Enchanted spectacles bestow extraordinary powers of sight. See the Glasses, Eyeglass, and Eye entries for more magical possibilities.



Spectacle, Sight	3,500	15,000	DUNG0 11-62
Spectacle, True Seeing	1,300	13,000	SJR2-70

Speculum

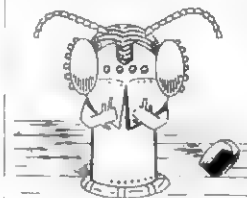
A speculum is a finely polished piece of silver or other reflective metal that can be used as a mirror. The drow have invented the *signal speculum*. This is a metal plate that magically heats itself. It provides warmth and allows the user to flash messages that are visible to creatures with infravision.



Speculum, Signal	50	75	FOR2-80
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Spelljammer Detector

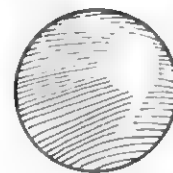
This rare and expensive item looks something like a huge insectoid face that stares blankly into the void of space. The detector shows the location of all man-sized or larger objects within a 20,000 yard radius. A *helmet of liaison* is needed to use the detector. Information found by the detector is relayed in exact detail to the helmet's wearer. When the helmet is put on, the wearer gains a clear and complete mental picture of the space within the detector's range. That is, he is aware of the exact position, appearance, and motion of all man-sized and larger objects within 20,000 yards. Using the detector is as fatiguing as manning a spelljamming helm, and is subject to the same requirements for resting afterward.



Spelljammer Detector	—	10,000	1072a-85
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Sphere

Spheres are ball-shaped objects constructed from a multitude of materials. They can be leather, sculpted wood, rock, crystal, or even chunks of absolute nothingness. Spheres are commonly used to divine answers beyond the user's normal senses.



Sphere, Annihilation	4,000	30,000	2100-180
Sphere, Darkness	2,000	20,000	DRAG030-37
Sphere, False Calling	—	1,500	DRAG145-42
Sphere, Glain's Crystal	500	1,500	IMAG012-38
Sphere, Gold, Seven Heavens	2,000	6,000	2121-147
Sphere, Karnrobb's Airy	1,500	15,000	DLR1-81
Sphere, Mierest's Starlit	200	2,000	FR04-45
Sphere, Warning	5,000	25,000	DRAG145-42

Spider

Gigantic (15 feet tall) spider statues often guard gates to drow cities and the entrances to drow temples, vaults, and the dwellings of rich drow nobles and powerful wizards. These animated stone constructs are known as *jade spiders* because their mandibles and saw-edged legs are studded with a particular sort of magically-treated jade. Umber hulks are nauseated and repelled by the presence of this substance which is corrosive to their scaly hides (double damage per contact) and do not willingly approach within 60 feet, or try to move past them; the hulks almost always retreat to hunt elsewhere.



Spider, Jade	10,000	65,000	FOR2-78
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Name	EP	Cost	Book/Page
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Spiderwalker

The spiderwalker is an enchanted being created from the body of a dried tarantula. When imbued with the powers of hishna (Maztican talonmagic), the spiderwalker becomes a deadly terror. It can only be activated at night, and it lasts for the duration of that night only. It ceases to function when the first rays of the sunrise.



Spiderwalker	500	2,500	1066a-91
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Spike

A spike is essentially a large iron nail. One end is pointed and the other generally has a hole like the "eye" of a needle or a flat head. Spikes can be used to wedge doors open, provide grips for climbing or anchors for ropes, and so forth. A hammer or mallet is needed to drive a spike into wood or other tough materials.



Spike, Blast	1,000	10,000	FR11-43
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Sponge

A sponge is a natural product that comes from an immobile, bottom-dwelling sea creature. When the animal is removed from the sea, its skeleton is continually crushed in the palms or between rocks for a short time, and it becomes very soft and absorbent. Whenever it touches water, the sponge will soak up a great deal of the moisture, which can be easily removed again by wringing the sponge out.



Sponge, Ever-Damp	100	500	DRAG030-36
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Spoon

Magical spoons can be found nearly anywhere. They may be small or large, wood or metal, plain or decorative. Often, an enchanted spoon's owner never realizes he has a rare gift, even when living with the item for his whole life.



Spoon, Birth	1,000	5,000	AC04-062
Spoon, Eating	100	500	DRAG030-36
Spoon, Medication	1,000	10,000	AC04-062
Spoon, Mixing	1,500	15,000	PHBR 4-125
Spoon, Murlynd's	750	4,000	2100-175

Name	EP	Cost	Book/Page
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Spoon, Musical	100	1,000	AC04-062
Spoon, Sticking	50	500	AC04-062
Spoon, Stirring	500	5,000	2017-103
Spoon, Sugar	100	1,000	AC04-062

Spore

When a creature inhales air spores, the spores work their way into the lungs. There they grow, reproduce, and die. While living out their lives, they create oxygen that the host body can use to breathe when deprived of oxygen from the environment. The air spore colony can live for 2d4 days.



Spore, Air	500	2,500	2121-132
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Spray

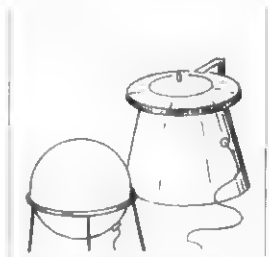
A spray, or atomizer, is a container that holds a liquid and can discharge it into a fine, airborne mist. Sprays are generally luxury items, usually used for applying cologne or perfume. Other uses exist, however. For example, a spray can lightly cover an large area with mist, making the greatest possible use of the liquid.



Spray, Plant Death	500	5,000	DRAG076-17
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Spy

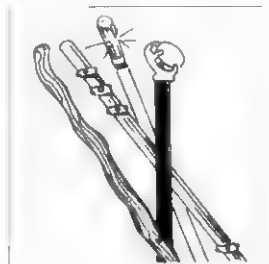
This magical device consists of a rotating metal dish mounted on a retractable arm. Small gnomish cranks and levers are used to move the dish and arm. A gold wire links the dish to a crystal ball with ESP. As the dish rotates, it scans the area around it and sends the information to the crystal ball where a visible image of the area is created.



Spy, Marianita's Relentless	Relic	P	AC11-091
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Staff

Staves are five to six feet long and about an inch and a half thick. Staves are typically fashioned of wood, often carved, usually metal bound, and as likely to be knobby or and twisted as they are to be smooth and straight. They can be unadorned or fitted with metal or crystal heads. Staves, like wands and rods, are powered by charges. A staff typically has from 20 to 25 (19 + 1d6) charges when found. Some staves can be recharged according



Name EP Cost Book/Page

to the rules for making magical items. Once all the charges are used, the staff is rendered non-magical and cannot be recharged. Unless inapplicable or otherwise specified, spells discharged from staves function as though cast by an 8th level wizard with respect to range, duration, area of effect and damage inflicted. If the DM desires, unleashing the power of a staff can require a specific command word or phrase that must be discovered or researched separately from the item itself. This command can be as simple as a single word (such as "heal") or could be as complicated as a rhyming phrase that must be adjusted to fit the circumstances ("I touch this elf; restore his health," or "In this moment of great toil, I command thee staff: uncoil!"). Since command words are the key to great power, wise owners will memorize them and destroy all other evidence. Indeed, knowledge of command words can be used as a bargaining point in surrender negotiations. See the Quarterstaff entry (page 114) for additional magical possibilities.

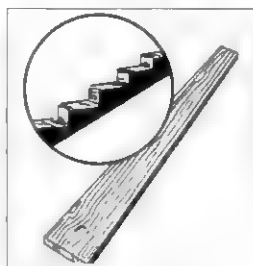
Staff, Abyss, of the	10,000	50,000	FOR2-74
Staff, Aquatic Wizardry	10,000	50,000	DLR1-82
Staff, Avandrakash	10,000	75,000	CN3-037
Staff, Battle	1,000	5,000	DRAG173-31
Staff, Blue Crystal, Mishakal	Relic	P	8446-71
Staff, Cat	6,000	13,000	DRAG099-50
Staff, Cirulon	1,000	7,500	DLE3-062
Staff, Command	5,000	25,000	2100-154
Staff, Commanding	5,000	25,000	1071-236
Staff, Couatl	7,500	2,000	DRAG086-26
Staff, Curing	6,000	25,000	2100-154
Staff, Devotion	7,000	35,000	DRAG179-72
Staff, Disjoining	4,500	22,500	DUNG035-09
Staff, Dispelling	5,000	25,000	1013-51
Staff, Displacement	6,000	30,000	DRAG173-31
Staff, Divergence	1,000	5,000	DRAG173-32
Staff, Druid	10,000	50,000	FR02-62
Staff, Element, Air	10,000	50,000	2121-130
Staff, Element, Air & Water	20,000	45,000	1013-51
Staff, Element, Earth	10,000	50,000	2121-130
Staff, Element, Earth & Fire	20,000	45,000	1013-51
Staff, Element, Fire	10,000	50,000	2121-130
Staff, Element, Water	10,000	50,000	2121-130
Staff, Elemental Power	3,000	75,000	1013-51
Staff, Ethereal Action	7,000	15,000	FR04-48
Staff, Flames	8,000	40,000	DRAG179-72
Staff, Fraz-Urb'luu, of	Relic	P	2016-39
Staff, Fury	8,000	40,000	FR10-82
Staff, Gnatmarsh	4,000	20,000	2023-074
Staff, Harming	4,500	35,000	X10-41
Staff, Healing	5,000	40,000	1013-52
Staff, Hornwood	4,000	15,000	2023-074
Staff, Hotspur's Selecto	65	650	AC11-055
Staff, Kitsyrrel	3,500	35,000	WGA3-57
Staff, Ky Trencha	3,000	30,000	1032-125
Staff, Lower Planes, of the	Relic	P	2016-30
Staff, Mace-	1,500	12,500	2100-154
Staff, Magi, of the	15,000	75,000	2100-154
Staff, Magius	15,000	75,000	2021-097
Staff, Miracles	4,000	20,000	DRAG173-32
Staff, Moonglow, of the	3,000	15,000	DRAG173-34
Staff, Necromancer	13,000	65,000	FR10-82
Staff, Night	3,000	15,000	DRAG173-32
Staff, Ninja	5,000	25,000	DRAG126-50
Staff, Oceans	8,000	20,000	1032-077
Staff, Osiris	1,500	7,500	FR10-85
Staff, Power	12,000	60,000	2100-154
Staff, Recording	2,000	10,000	AC08-007
Staff, Rilantaver's	3,000	15,000	DRAG173-30

Name EP Cost Book/Page

Staff, Sands, of the	8,000	40,000	DRAG179-72
Staff, Savona	2,500	12,500	LC3-13
Staff, Scrivening	3,000	15,000	DRAG173-32
Staff, Sea, of the	8,000	40,000	DRAG179-72
Staff, Serpent, of the	7,000	35,000	2100-154
Staff, Shock, Greater	2,000	5,000	U3-44
Staff, Shock, Lesser	1,000	2,500	U3-44
Staff, Silence	1,500	7,500	DRAG173-32
Staff, Skull, Greater	1,800	25,000	FR04-48
Staff, Skull, Hepmonaland	5,000	20,000	2023-074
Staff, Skull, Lesser	900	15,000	FR04-48
Staff, Snake	7,000	35,000	1011-45
Staff, Spear +1	1,000	5,000	2100-154
Staff, Spear +2	1,500	7,500	2100-154
Staff, Spear +3	2,000	10,000	2100-154
Staff, Spear +4	2,500	15,000	2100-154
Staff, Spear +5	3,000	20,000	2100-154
Staff, Spell Focusing	6,000	25,000	DRAG091-56
Staff, Spheres	4,000	20,000	DRAG173-33
Staff, Strike-ing	600	1,500	DRAG120-19
Staff, Striking	6,000	15,000	2100-155
Staff, Striking (Local 531)	—	1,500	DRAG156-27
Staff, Striking/Curing	8,000	20,000	2021-091
Staff, Surprises	4,000	20,000	DRAG173-34
Staff, Swarming Insects	100*	500*	2100-155
Staff, Thunder & Lightning	8,000	20,000	2100-155
Staff, Viper	7,000	35,000	HWR1-60
Staff, Vision	5,000	25,000	DRAG173-34
Staff, War, Nyrond	5,000	30,000	2023-075
Staff, Winds, of the	8,000	40,000	DRAG179-72
Staff, Withering	8,000	35,000	2100-155
Staff, Wizardry	15,000	75,000	1012-62
Staff, Woodlands, of the	8,000	40,000	2100-155

* Per charge, this staff cannot be recharged

Stair



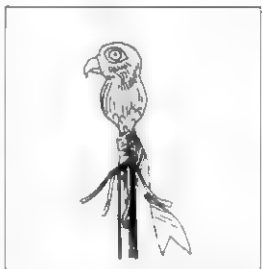
A magical stair is a wooden board, usually five feet long, one foot wide, and one-half inch thick. When placed on a floor and commanded, it creates a magical wooden stairway of some sort that remains until commanded to vanish or dispelled. Most stairways can support up to 2,000 pounds (one ton) without collapsing.

Stair, Ascending	1,000	10,000	AC04-062
Stair, Breaking	100	10,000	AC04-062
Stair, Cold	1,200	12,000	AC04-062
Stair, Descending	1,000	10,000	AC04-062
Stair, Endless	15,000	75,000	POLY058-10
Stair, Judgement	1,500	15,000	AC04-062
Stair, Slipping	1,000	15,000	AC04-063

Name EP Cost Book/Page

Standard

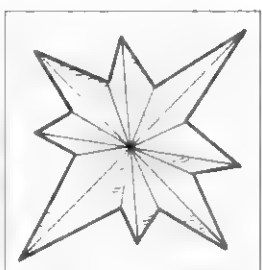
Magical standards are elaborately carved representations of animals used for troop identification in battle. They depict native animals or monsters. They are mounted atop long, lance-like staves and carried into battle. Each standard has its own special power that is indicated by its form.



Standard, Camel	1,500	7,500	HWR2-d36
Standard, Fox	1,500	7,500	HWR2-d36
Standard, Hawk	1,500	7,500	HWR2-d36
Standard, Hyena	1,500	7,500	HWR2-d36
Standard, Ibis	1,500	7,500	HWR2-d36
Standard, Ostrich	1,500	7,500	HWR2-d36
Standard, Panther	1,500	7,500	HWR2-d36
Standard, Phoenix	1,500	7,500	HWR2-d37
Standard, Viper	1,500	7,500	HWR2-d37

Star

The term "star" describes two special types of gem. One type is cut into the shape of a star, usually with six or more points. The second type of "star" gem is round, smooth, and fairly clear. Light reflecting off such a gem forms a star-shaped pattern on its surface. See the Gem listing (page 61) for more magical varieties



Star, Celene	500	2,000	2023-084
Star, Holy, Bright Desert	1,000	6,000	2023-080
Star, Khan-Pelar	1,000	4,500	15-32
Star, Khorala	1,000	5,000	2006-50
Star, Mo-Pelar	1,000	6,000	15-32
Star, Shah-Pelar	1,000	5,000	15-32

Statue

Statues are carved pieces of wood, stone, or marble, that have been crafted to resemble a particular person or other important object or animal. Statues can also be produced by pouring molten metal, ceramics, or plaster into a mold.



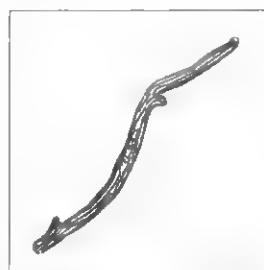
Statue, Cat of Felkovic	5,000	25,000	1053-058
Statue, Power, Medic with Bag	1,500	7,500	1072a-86
Statue, Power, Old Captain with Pipe	1,900	9,500	1072a-86
Statue, Power, Pirate with Pegleg	1,400	7,000	1072a-86
Statue, Power, Pirate Mate with Rapier and Parrot	900	4,500	1072a-86

Name EP Cost Book/Page

Statue, Power, Sails-Boy with Rope	900	4,500	1072a-86
Statue, Power, Old Salty with Raincoat	800	4,000	1072a-87
Statue, Power, Skipper with Hat	1,000	5,000	1072a-87
Statue, Power, Swabbie with Bucket	700	3,500	1072a-87
Statue, Power, Weaponsmaster	800	4,000	1072a-87
Statue, Power, Whaler with Harpoon	800	4,000	1072a-87
Statue, Singing	1,000	5,000	2021-092
Statue, Substitution	500	10,000	DRAG126-50

Stick

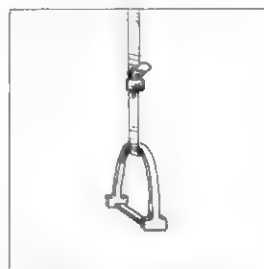
A stick is a simple piece of wood, usually, pulled, broken, or rotted off a tree. Once detached, the leaves and side-branches are removed to make using it more comfortable for the wielder. Placing an enchantment on such a humble item would be a daunting task, but at least a few spell casters have succeeded in doing so.



Stick, Black	2,000	20,000	X11-60
Stick, Gnatch's Steam	1,000	5,000	DCDL08-25
Stick, Riding	800	4,000	HR1-66
Stick, Rune	900	4,500	FR02-62
Stick, Standing	500	2,500	DRAG030-36

Stirrup

A stirrup is a leather strap attached on each side of a saddle by a hook and several ties. The strap ends in a metal foot rest with can be either a ring or pointed cup. A stirrup's primary functions are to help a rider climb into the saddle and to help keep the rider on the mount while delivering a forceful blow or when struck by such a blow.



Stirrup, Horsemanship	2,500	12,500	DRAG126-51
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Stocking

Stockings are long, tight-fitting garments that are often worn in place of socks. Stockings protect the whole leg, whereas socks only keep the feet and the lower half of the calf warm. Many cultures frown upon men's stockings. However, chilly northern climates generally prompt everyone to wear stockings especially in cultures where trousers haven't been invented.



Stocking, Mystery	400	2,000	POLY023-23
Stocking, Summoning, Elf	1,000	5,000	POLY023-23

Name EP Cost Book/Page

Stone

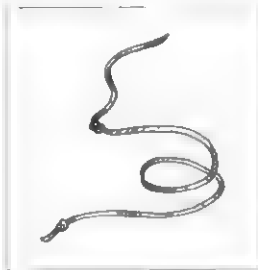


Stones are chunks of solid earth or mineral that are smaller than rocks (see page 119) that have not been reduced to sand through the forces of nature: wind, rain, water, ice, and snow. Magical stones are generally polished to a brilliant shine. See the Rock entry (page 119) for additional magical possibilities.

Stone, Attraction, Avian	200	1,000	DRAG073-40
Stone, Bezoar	400	2,000	CN3-037
Stone, Cleaning	500	2,500	DRAG073-36
Stone, Coruskiian	1,500	8,000	2023-078
Stone, Dancing Lights	600	3,000	POLY059-26
Stone, Darkness	600	3,000	LNA2-87
Stone, Dream	1,000	5,000	DLE1-061
Stone, Earth Elemental Control	1,500	12,500	2100-180
Stone, Ebon	1,000	5,000	DRAG085-52
Stone, Everburning	500	5,000	FR10-84
Stone, Glowstone	1,400	14,000	FR11-44
Stone, Good Luck	3,000	25,000	2100-180
Stone, Gul, of	Relic	P	DUNG030-45
Stone, Immunity, Cold	1,000	5,000	POLY023-12
Stone, Lode	400	2,000	DRAG030-37
Stone, Lock	3,000	25,000	DCAD02-25
Stone, Mysterious Sounds	500	5,000	DRAG099-52
Stone, Nanorion	Relic	55,000	2006-59
Stone, Philosopher's	1,000	10,000	2100-176
Stone, Sampling	1,200	12,000	POLY061-09
Stone, Shielding	100	500	1060-119
Stone, Sponge	2,000	15,000	DRAG048-85
Stone, Standing	Relic	P	2108-060
Stone, Travel, All-Round Vision	200	2,000	DUNG031-08
Stone, Travel, Clairaudience	200	2,000	DUNG031-08
Stone, Travel, Clairvoyance	200	2,000	DUNG031-08
Stone, Travel, Combat Mind	200	2,000	DUNG031-08
Stone, Travel, Conceal Thoughts	200	2,000	DUNG031-08
Stone, Travel, Danger Sense	200	2,000	DUNG031-08
Stone, Travel, Know Direction	200	2,000	DUNG031-08
Stone, Travel, Lend Health	200	2,000	DUNG031-09
Stone, Travel, Life Detection	200	2,000	DUNG031-09
Stone, Travel, Object Reading	200	2,000	DUNG031-09
Stone, Travel, Poison Sense	200	2,000	DUNG031-09
Stone, Travel, Psychic Messenger	200	2,000	DUNG031-09
Stone, Travel, Sensitivity to Psychic Impressions	200	2,000	DUNG031-09
Stone, Travel, Spirit Sense	200	2,000	DUNG031-09
Stone, Ward	500	2,500	DLR1-82
Stone, Warfu, Black	500	5,000	1032-064
Stone, Warfu, Blue	500	5,000	1032-064
Stone, Warfu, Crystal	500	5,000	1032-064
Stone, Warfu, Green	500	5,000	1032-064
Stone, Warfu, Opal	500	5,000	1032-064
Stone, Warfu, Red	500	5,000	1032-064
Stone, Warfu, Violet	500	5,000	1032-064
Stone, Warfu, White	500	5,000	1032-064
Stone, Warfu, Yellow	500	5,000	1032-064
Stone, Warmth	1,000	5,000	DRAG073-39
Stone, Weight	—	1,000	2100-180
Stone, Well, Cursed	—	1,000	DRAG145-42
Stone, Well, of the	400	4,000	DRAG145-42

Name EP Cost Book/Page

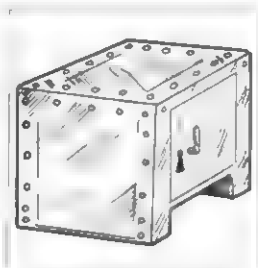
String



String is a thin cord, usually woven out of flax. Magical string may be found in lengths ranging from a few feet to 50 feet or more. Longer pieces generally are rolled into compact balls. Many magical strings cannot be broken or harmed by force, even from magical weapons, but can be destroyed by any damage-causing spell, any dragon breath (except gas), and by normal fire.

String, Attachment	50	250	AC04-063
String, Lashing	200	1,000	AC04-063
String, Pearls	500	2,500	AC04-063
String, Shackles	1,000	5,000	AC04-063
String, Tangle	400	2,000	AC04-063
String, Warding	1,000	5,000	AC04-063

Strongbox



Strongboxes are very sophisticated safes. They are designed to be considerably difficult for thieves and burglars to break into. Strongboxes are often heavily weighted and difficult to move as well. It often requires a half-dozen strong men or a series of pulleys to pick up a strongbox.

Strongbox, Immobility	3,000	30,000	DRAG073-38
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Stylus



The *stylus of scribing* is an implement made from black stone. When the user touches it and utters the command word written on it, the stylus animates itself. Once the stylus is activated, the next three words the user speaks will be graven deeply and clearly on any non-magical non living surface mentally selected by the caster. If no surface is chosen, the DM should randomly choose a nearby stone surface.

Stylus, Scribing	100	500	1060-119
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Name EP Cost Book/Page

Suite

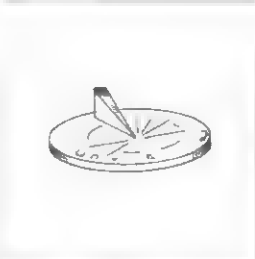
Balthazar's suite of many delights is a luxurious chamber which can house two people. The interior is decorated with tropical plants, vines, and flowers. A huge brazier keeps the temperature constant. The occupants are supplied with food, water, and other amenities, but must pay a gratuity to the chamber's resident servants.



Suite, Many Delights, Balthazar's 6,500 400,000 AC11-007

Sundial

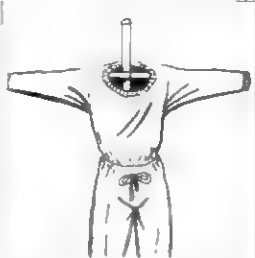
The sundial is a primitive timekeeping piece that requires sunlight to operate. The sundial's flat face has numerals inscribed on its surface. A small, triangular pillar in or very near the center casts a shadow upon the face. As the sun moves in the sky, the pillar's shadow tracks across the face, pointing to the current hour.



Sundial, Timekeeping 800 4,000 AC04-063

Sweatsuit

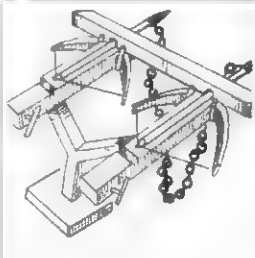
A sweatsuit is a piece of clothing worn by athletes in training and by overweight people who are trying to quickly lose weight. A sweatsuit is made of heavy cotton or treated leather, it tightly closes about each ankle, each wrist and the neck, completely enclosing the user's body. Even mild exertion causes the wearer to perspire heavily.



Sweatsuit +5 5,000 50,000 DRAG072-51

Sweeper

Gnomish sweepers are nothing more than a pair of light ballistae with a common mount so they can be fired in the same direction at the same time. The two ballista bolts are linked together with a piece of chain. When the bolts hit an enemy ship or spelljammer, the flailing chain damages the rigging and crew.

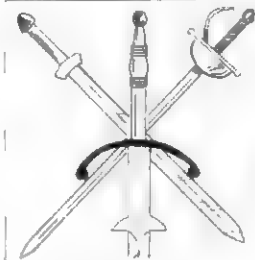


Sweeper, Gnomish +1 800 8,000 SJR2-72
Sweeper, Gnomish +2 1,600 16,000 SJR2-72
Sweeper, Gnomish +3 3,200 32,000 SJR2-72
Sweeper, Gnomish, Super 1,000 10,000 SJR1-82

Name EP Cost Book/Page

Sword

Magical swords normally apply their bonus (+1, +2, +3, +4, and rarely more) to both attack rolls and damage dice. Their values vary widely according to their powers, and methods of construction and level of decoration. Seventy percent of the swords listed below are long swords, 20% are broad swords, 5% are short swords, 4% are bastard swords, and 1% are two-handed swords, unless a specific item's description indicates otherwise. Some DMs rule that magical weapons shed light and cannot be concealed when drawn. However, a magical weapon should never glow until the wielder is aware of its magical properties; a weapon's light-giving property should not be used as a cheap way to identify a magical item. Note that the *flame tongue*, *frost brand*, *holy avenger*, *life stealing*, and *sharpness* swords have special properties with regard to light.



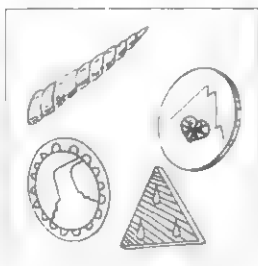
Sword +1	400	2,000	1011-42
Sword +1, +2 versus Genies	600	3,000	DRAG179-68
Sword +2	800	4,000	1011-42
Sword +2, +3 versus Dao Genies	700	3,500	DRAG179-68
Sword +2, +3 versus Djinn Genies	700	3,500	DRAG179-68
Sword +2, +3 versus Efreet Genies	700	3,500	DRAG179-68
Sword +2, +3 versus Marid Genies	700	3,500	DRAG179-68
Sword +3	1,400	7,000	2011-124
Sword +4	2,000	10,000	2011-124
Sword +5	3,000	15,000	2011-124
Sword, Adjatha +2	7,000	35,000	FR04-55
Sword, Agility, Arbane's +2	4,000	15,000	DRAG041-30
Sword, Albuin +1	5,000	25,000	FR04-55
Sword, Angurvadal	4,000	8,000	10 21-64
Sword, Answering +2	10,000	50,000	TL4-127
Sword, Anything	5,000	35,000	2017-089
Sword, Ar'ondight	5,000	25,000	1021-64
Sword, Arak +2	4,200	18,000	1053-058
Sword, Arbane's Agility +2	4,000	15,000	FR04-56
Sword, Assassination, Ruby +1	600	3,000	DRAG091-61
Sword, Assassination, Ruby +2	1,200	6,000	DRAG091-61
Sword, Assassination, Ruby +3	2,100	10,500	DRAG091-61
Sword, Assassination, Ruby +4	3,000	15,000	DRAG091-61
Sword, Assassination, Ruby +5	4,500	22,500	DRAG091-61
Sword, Backstabbing +2	700	7,000	PHBR2-108
Sword, Balmung	1,500	7,500	1021-64
Sword, Barisarda	2100	10500	1021-64
Sword, Blackflame +4	4,100	27,500	GAZ08-20
Sword, Breathing	600	3,000	1013-58
Sword, Caeren-Uroth	2,600	13,000	POLY043-20
Sword, Chain +3	1,500	12,500	DRAG132-06
Sword, Chaotic	—	1,000	POLY036-27
Sword, Charm Person +2	250	2,500	1012-59
Sword, Charming	800	4,000	1013-58
Sword, Colada	400	2,000	1021-64
Sword, Cold	800	4,000	2003-46
Sword, Courtain Relic	—	P	1021-64
Sword, Cowardice	2,000	10,000	DRAG091-61
Sword, Cure Light Wounds +1	2,000	10,000	1011-42
Sword, Cursed -1	—	400	2100-185
Sword, Cursed -2	—	600	2100-185
Sword, Cursed, Berserking +2	—	900	2100-186

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Sword, Cursed, Wild Coast	—	1,000	2023-088	Sword, Lightning, Dancing	6,000	60,000	2006-67
Sword, Cymrych Hugh +4	4,000	40,000	FR02-62	Sword, Locate Object +1	800	4,000	1012-59
Sword, Cyric's Sword +2	2,000	20,000	FRE3-46	Sword, Luck Blade +1	1,000	5,000	2100-185
Sword, Dancing +1	4,400	22,000	2100-185	Sword, Lycanthropes +1/+2	700	3,500	1011-42
Sword, Dancing, Bronze	4,800	35,000	2108-074	Sword, Lycanthropes/Shape			
Sword, Dancing, Lightning	4,500	32,000	2013-037	Changers +1/+3	700	3,500	2100-185
Sword, Deceiving	200	1,000	1013-58	Sword, Magic/Enchanted			
Sword, Defender +4	3,000	15,000	POLY038-30	Creatures +1/+2	600	3,000	2100-185
Sword, Defender +5	3,600	18,000	2100-185	Sword, Mantoath +1/+2	1,000	7,500	2021-094
Sword, Defending	800	4,000	1013-58	Sword, Mimung	1,000	5,000	1021-64
Sword, Deflecting	800	4,000	1013-58	Sword, Moonblade	2,000	10,000	DUNG025-30
Sword, Demonbane +3	4,000	20,000	DRAG091-60	Sword, Morglay	1,200	6,000	1021-64
Sword, Draining	1,000	5,000	1013-58	Sword, Nagelring	1,500	7,500	1021-64
Sword, Dreamsinger +3	3,000	18,000	WGS1-61	Sword, Namarra +2	2,000	10,000	FR04-58
Sword, Durandan	Relic	P	1021-64	Sword, Night +1	700	3,500	DRAG091-62
Sword, Ebonbane	3,000	18,000	DUNG031-56	Sword, Nine Lives Stealer +2	1,600	8,000	2100-185
Sword, Ebon Flame +2	2,000	20,000	WG5-25	Sword, Obedience, Mamluk +1	700	3,500	DRAG179-68
Sword, Edge	3,200	16,000	WGS2-62	Sword, Obedience, Mamluk +2	800	4,000	DRAG179-68
Sword, Emperor's +5	5,000	50,000	2108-141	Sword, Odin +5	Relic	P	2108-173
Sword, Energy Drain +1	1,500	15,000	1012-59	Sword, Philippan	1,200	6,000	1021-64
Sword, Equalizer	10,000	50,000	2023-87	Sword, Phoenix +3	3,000	30,000	CB2-029
Sword, Everstriking, Cursed	800	1,000	DRAG091-61	Sword, Planes, of the +1	1,200	9,600	2100-186
Sword, Excalibur +5	Relic	P	2108-032	Sword, Quickness +2	1,000	8,000	2100-185
Sword, Extinguishing	800	4,000	1013-58	Sword, Rage, Stonefist +2	1,000	5,000	2023-087
Sword, Fedifensor +2	2,000	20,000	DRAG067-39	Sword, Red Death +4	4,000	20,000	POLY65-09
Sword, Final Word Type	10,000	50,000	2017-105	Sword, Regenerating			
Sword, Finder +3	3,000	15,000	LC1-12	Creatures +1/+3	800	4,000	2011-124
Sword, Finding	2,000	10,000	1013-58	Sword, Rel Astran +1/+3	750	3,750	2023-087
Sword, Flamberge	1,800	18,000	1021-64	Sword, Reptiles +1/+4	800	4,000	2100-185
Sword, Flame +1	2,000	9,000	POLY047-26	Sword, Sauvagine	900	4,500	1021-64
Sword, Flame Tongue +1, +2 vs. regenerating creatures, +3 vs. cold-using/inflammable/avian, +4 vs undead	900	4,500	2100-185	Sword, Secondeath +4, +6 vs. Undead and Negative Energy Beings	5,000	25,000	POLY060-31
Sword, Flaming	1,200	6,000	1013-58	Sword, Shadow	900	4,500	IMAG012-38
Sword, Flaming, Ukko's	4,000	40,000	2006-41	Sword, Sharpness +1	7,000	35,000	2100-186
Sword, Floating +3	3,000	25,000	1032-036	Sword, Shiva's +3	3,000	15,000	2006-08
Sword, Flying	1,000	5,000	1013-58	Sword, Silencing	800	3,800	1013-58
Sword, Fragarach +4	18,000	90,000	T1:4-126	Sword, Singing +3	1,600	10,000	DRAG041-30
Sword, Friendship +3	3,000	15,000	2021-099	Sword, Slayer, Black Dragon +2	900	4,500	2100-185
Sword, Frost Brand +3, +6 Fire-Using/Dwelling Creatures	1,600	8,000	2100-185	Sword, Slayer, Blue Dragon +2	900	4,500	2100-185
Sword, Gem +4	4,000	20,000	SJR1-78	Sword, Slayer, Brass Dragon +2	900	4,500	2100-185
Sword, Giant, of the +5	5,000	50,000	2108-173	Sword, Slayer, Bronze Dragon +2	900	4,500	2100-185
Sword, Glorius	2,500	25,000	1021-64	Sword, Slayer, Copper Dragon +2	900	4,500	2100-185
Sword, Gram	2,000	20,000	1021-64	Sword, Slayer, Demon +3	1,200	6,000	2006-08
Sword, Guardian	1,600	8,000	L2-31	Sword, Slayer, Genie, Dao +2	900	4,500	DRAG179-68
Sword, Harmonizer	3,000	15,000	WGS2-62	Sword, Slayer, Genie, Djinn +2	900	4,500	DRAG179-68
Sword, Healing	3,000	15,000	1013-58	Sword, Slayer, Genie, Efreet +2	900	4,500	DRAG179-68
Sword, Hiding	1,200	6,000	1013-58	Sword, Slayer, Genie, Marid +2	900	4,500	DRAG179-68
Sword, Hofud	Relic	P	2006-25	Sword, Slayer, Giant +2	900	4,500	2011-124
Sword, Holding	1,000	5,000	1013-58	Sword, Slayer, Goblin +2/+4	900	4,500	POLY058-08
Sword, Holy +5	5,000	25,000	R4-27	Sword, Slayer, Gold Dragon +2	900	4,500	2100-185
Sword, Holy Avenger +5	4,000	20,000	2100-185	Sword, Slayer, Green Dragon +2	900	4,500	2100-185
Sword, Horus's +3	3,000	15,000	2006-03	Sword, Slayer, Mammal +1, +3 Good Alignment	900	4,500	LNA3-51
Sword, Ilbratha +1	1,500	7,500	FR04-57	Sword, Slayer, Red Dragon +2	900	4,500	2100-185
Sword, Insanity +1	700	3,500	DRAG091-61	Sword, Slayer, Silver Dragon +2	900	4,500	2100-185
Sword, Intercession +2	1,000	5,000	DRAG091-62	Sword, Slayer, White Dragon +2	900	4,500	2100-185
Sword, Joyeuse	1,200	6,000	1021-64	Sword, Slicing	900	4,500	1013-58
Sword, Karnaz, Mighty Blade	3,500	17,500	DRAG040-29	Sword, Slowing	800	4,000	1013-58
Sword, Kas +6	Relic	P	WGA4-71	Sword, Soul of the King	10,000	100,000	CN1-027
Sword, Khopesh, Bladeless +4	4,000	40,000	FR10-85	Sword, Spellblade (1st Level) +2	1,100	8,000	1060-119
Sword, Lathander's Blade +3	3,000	15,000	FRC2-90	Sword, Spellblade (2nd Level) +2	1,200	10,000	1060-119
Sword, Life Stealing +2	5,000	25,000	2100-186	Sword, Spellblade (3rd Level) +2	1,300	12,000	1060-119
Sword, Light +1	800	4,000	1011-42	Sword, Spellblade (4th Level) +2	1,400	14,000	1060-119
Sword, Lightning	4,000	30,000	1013-58	Sword, Spellblade (5th Level) +2	1,500	16,000	1060-119
				Sword, Spellblade (6th Level) +2	1,600	18,000	1060-119

Name	EP	Cost	Book/Page
Sword, Spellblade (7th Level) +2	1,700	20,000	1060-119
Sword, Stalker +3	1,800	22,000	WGS1-62
Sword, Sunblade +1	1,500	10,000	<i>new item</i>
Sword, Sunblade +2	3,000	20,000	2100-185
Sword, Sunblade +3	4,500	30,000	<i>new item</i>
Sword, Susk +3	2,500	12,500	FR04-59
Sword, Syrar's Silver +1	1,000	4,000	FR04-60
Sword, Taragarth +3	1,000	5,000	FR04-60
Sword, Telvaran's Enchanted Blade	2,500	25,000	POLY055-25
Sword, Tideripper +4	2,200	10,000	DLR1-82
Sword, Translating	1,000	5,000	10 13-58
Sword, Undead +1/+3	3,000	15,000	1011-42
Sword, Venom	700	6,000	2016-47
Sword, Vorpal +1	6,000	30,000	2003-47
Sword, Vorpal +2	8,000	40,000	2003-47
Sword, Vorpal +3	10,000	50,000	2100-186
Sword, Warbringer +3	1,800	12,000	2021-099
Sword, Warlord of the Shield Lands	1,600	8,000	2023-088
Sword, Watching	1,000	5,000	1013-58
Sword, Whirlwind +1	500	2,500	DRAG126-51
Sword, Wishes +1	2,000	10,000	1012-59
Sword, Wishing	1,800	12,000	1013-58
Sword, Wounding +1	4,400	22,000	2100-186
Sword, Wounding +2	6,800	34,000	<i>new item</i>
Sword, Wyrm'sbane +2	2,000	20,000	2021-095
Sword, Wyrm'slayer +3	3,000	30,000	2021-095
Sword, Wyrm'svenin +1	1,000	10,000	<i>new item</i>
Sword, Wyrm'svenin +2	2,000	20,000	DLE3-062

Symbol

Holy symbols come in as many varieties as there are beliefs and canons. Holy symbols allow priests to channel power for spell casting and other priestly abilities. Holy symbols also serve to identify a deity's followers. Lawful good holy symbols can keep common vampires at bay. A symbol dedicated to one deity cannot be used in the service of another.

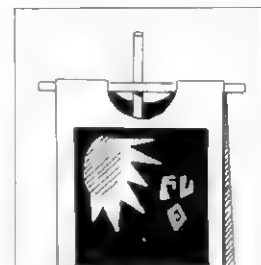


Symbol, Holy, Greyhawk	300	3,000	2023-078
Symbol, Holy, Larmacian	300	3,000	DRAG039-42
Symbol, Holy, Ravenkind	300	3,000	1053-056

Name	EP	Cost	Book/Page
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Tabard

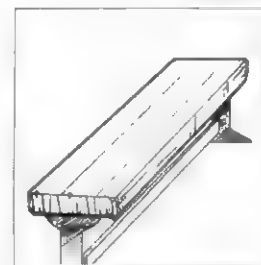
A tabard is a loose-fitting, sleeveless garment that covers the shoulders, chest, and back. It reaches to the waist or knees. Originally used to shield armor from the sun so as keep the wearer cooler, it has developed into clothing adopted by unarmored men and women. A person's symbol, colors, coat-of-arms, or other identifying marks are commonly placed on this garment.



Tabard, Mystics	2,000	15,000	FR04-38
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Table

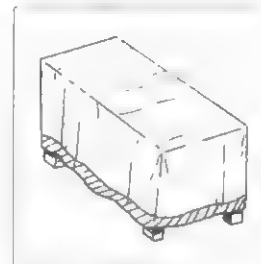
This common piece of furniture can be of any size and of any material. A table provides a raised, flat space for working, eating, or storage. Magical tables usually are made of wood, are about three feet high and five feet square, and have four spindly, wooden legs. The average table can hold a 250-pound load before shearing a leg or splitting down the center.



Table, Banquets	6,000	60,000	AC04-064
Table, Contents	1,000	10,000	AC04-064
Table, Elements	4,000	40,000	AC04-064
Table, Plenty	5,000	50,000	AC04-064
Table, Writing	2,500	25,000	AC04-064

Tablecloth

Tablecloths are large pieces of cloth that are stretched across a table. Tablecloths are decorative and make cleanup after meals easier. In earlier times, the tablecloth served to decrease the number of splinters people received while eating at roughly hewn wooden tables.



Tablecloth, Augricrone's	1,000	5,000	POLY043-21
Tablecloth, Feasting	3,000	30,000	DRAG145-42

Name EP Cost Book/Page

Tablet

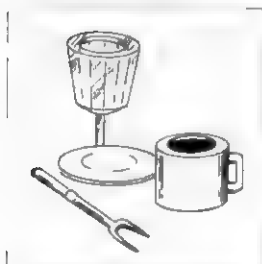
Tablets are thick, flat pieces of granite, jade, or other hard stone. Runes or other written information can be carved into them. Tablets are durable and can carry their messages over millennia. Even if broken, a tablet can be glued together to reveal its message. The term "tablet" can also indicate a type of pill (see page 106).



Tablet, Desalination	100	500	LC4-36
Tablet, Fate	5,000	50,000	FRE3-46
Tablet, Salination	—	250	new item
Tablet, Summoning, Spirit	4,000	40,000	2018-135

Tableware

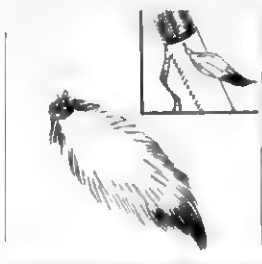
"Tableware" is a generic term for the dishes, glasses, serving platters, and utensils used at the dinner table.



Tableware, Cleanliness	1,500	7,500	DRAG073-40
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Tail

Guardian tails appear to be normal animal tails from creatures like the fox, hyena, or caracal. A thong is attached to one end so the preserved tail can be attached to a chest, bow case, or quiver. Once so attached, the *guardian tail* protects the container's contents, and only the true owner can open the container safely.



Tail, Guardian	2,000	10,000	HWR2-d34
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Talisman

Talismans can come in many forms, but the magic stored in them generally is very powerful. Many talismans are engraved figures or symbols wrought from rare metals and gems and can be worn as necklaces or pendants. Other talismans are simple-looking stones that are carried in a purse or pocket.



Talisman, Air Elemental Travel	2,000	6,000	AC04-064
Talisman, Al'Akbar	Relic	85,000	19-20

Name EP Cost Book/Page

Talisman, Beast, of the	2,500	25,000	FR10-84
Talisman, Dreams	4,500	45,000	DRAG132-23
Talisman, Elemental Travel, Greater, Air	1,000	10,000	1013-54
Talisman, Elemental Travel, Greater, Earth	1,000	10,000	1013-54
Talisman, Elemental Travel, Greater, Fire	1,000	10,000	1013-54
Talisman, Elemental Travel, Greater, Water	1,000	10,000	1013-54
Talisman, Elemental Travel, Lesser, Air	750	7,500	1013-54
Talisman, Elemental Travel, Lesser, Earth	750	7,500	1013-54
Talisman, Elemental Travel, Lesser, Fire	750	7,500	1013-54
Talisman, Elemental Travel, Lesser, Water	750	7,500	1013-54
Talisman, Lawfulness	3,500	32,500	2003-55
Talisman, Memorization	1,000	5,000	2121-144
Talisman, Mire	2250	6,750	DRAG178-19
Talisman, Monkey Head	2,000	10,000	OA5-55
Talisman, Pure Good	3,500	27,500	2100-181
Talisman, Sphere, of the	100	10,000	2100-181
Talisman, Tongues	3,500	32,500	FR10-85
Talisman, Zagy	1,000	10,000	2100-181

Talon

Talons are magical items that appear to be the claws and feet of eagles or other birds of prey. They are often painted in metallic colors or are constructed from metal.



Talon, Danse Macabe	3,000	15,000	FR10-85
Talon, Zaltec	700	6,000	1066a-91

Tapestry

Tapestries are thick wall hangings made from linen, wool, or other heavy cloth. They are used to break up drafts that blow through badly constructed walls during winter, and to dampen unwanted sounds. Tapestries in wealthy homes usually are ornamented with scenes of battle; portraits of leaders (both great and small), heroes and heroines; and pictures of pets and idyllic landscapes.

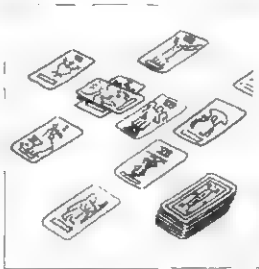


Tapestry, Disease Warding	2,000	10,000	2121-145
Tapestry, Ekbir	1,250	12,500	2023-084

Name EP Cost Book/Page

Tarot

The tarot is a deck of playing cards with special symbols, features, and numbers across their surface. Cabalists and mystics believe that the cards, when laid out in specific patterns, can foretell an individual's future or describe his past. As a magical item, the tarot is identical to a Deck (see page 51).



Tarot, Many Things — 10,000 DRAG077-06

Tart

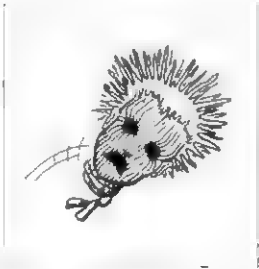
Tarts are pastries made of flaky dough baked until lightly browned. Both sweet and sour fruit stuffing is used in tarts, creating a tantalizing sensation on the tongue. Many magical tarts are never eaten, but are carried or hurled instead. See the Pie entry (page 106) for more magical possibilities.



Tart, Accusation 600 3,000 POLY023-23
Tart, Enticement 1,000 5,000 POLY023-23
Tart, Summer's Day, of a 600 3,000 POLY023-23

Tathlum

This Celtic weapon can be made by anyone under the right conditions; however, tathlums usually only function in lands where Celtic deities hold sway. A tathlum is made from head of a slain enemy. When hurled at the slain enemy's friends or kinsman, a tathlum can inflict great pain. A tathlum can be used only once, and is effective only in daylight.



Tathlum — 5,000 2013-030

Tea Set

The tea set of skill and grace is made of the finest materials. It enables its user to conduct an oriental tea ceremony as if he had the tea-ceremony proficiency. Possession of the set also adds +4 to the chances of attaining utter concentration while conducting the ceremony; this benefit to both proficient and non-proficient tea masters.

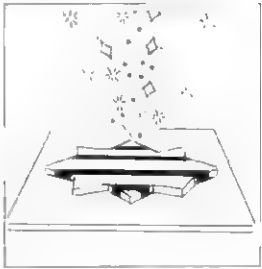


Tea Set, Skill & Grace 1,500 2,000 DRAG126-51

Name EP Cost Book/Page

Teleport Pad, Chemcheaux

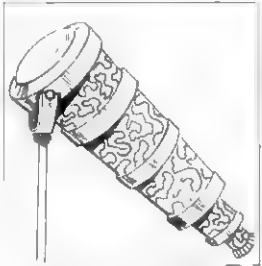
Teleport pads are found only in the Chemcheaux Magic Shops. By designating a shop number, the person standing on the star-shaped pad is instantly teleported to the pad at the specified Chemcheaux. If a pad is stolen, Prismal (the Chemcheaux owner) and several mages in his employ teleport to the stolen pad—even when removed from a shop, a teleport pad still is linked to the Chemcheaux network. All the mages who come to retrieve the item are at least 18th-level, and carry powerful items. If the mages do not encounter hostilities, they merely pick up the teleport pad, and teleport themselves via spells to the appropriate shop to return the item. If they meet aggression, they do not hesitate to obliterate the opponents.



Teleport Pad, Chemcheaux 20,000 60,000 MAGIC1-13

Telescope

Telescopes are made of two cylindrical pieces of finely-crafted metal that tightly fit within each other, but are free to slide in and out. The user peers through a lens set in the smaller tube and points the larger end, where another lens is fitted, toward whatever he wishes to gaze at. By adjusting the tubes, the user can focus on whatever he is looking at and see it clearly even at great distances.



Telescope, Fantastic Vision 1,500 7,500 DRAG179-73
Telescope, True Vision 2,000 10,000 DRAG179-73

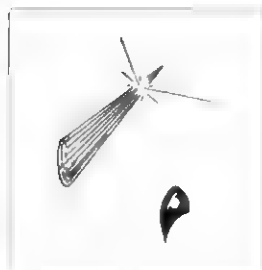
Tent

A tent is a portable shelter made of canvas or animal skins. When folded, a tent appears to be a roll of fabric, and may be mistaken for a rug. To be used for shelter, a tent must be unfolded and supported with poles and rope. A small one-man tent (3' x 6' when erected) weighs only five pounds. The largest royal tents can weigh more than 5,000 lbs.



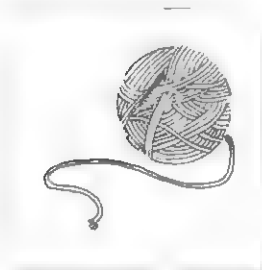
Tent, Captivity — 1,200 AC04-065
Tent, Dew 600 3,000 AC04-064
Tent, Luxury 1,200 6,000 AC04-065
Tent, Mist 2,000 10,000 2121-141
Tent, Polychromatic 1,000 5,000 AC04-065
Tent, Poor — 400 AC04-065
Tent, Shelter 1,000 5,000 DLA1-057
Tent, Standing 800 8,000 AC04-065
Tent, Warning 1,200 12,000 AC04-065
Tent, X 400 4,000 AC04-065

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
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Thorn

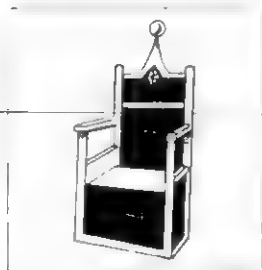
A *thorn of sleep* is an item that looks like a thorn of a plant, about three inches long. It is dry and smooth to the touch, giving no indication of its venomous properties. If pricked by the thorn, a victim must make a saving throw vs. paralyzation. Failure means the character falls into a deep slumber. He will not awaken until attacked or roused by another person. Noises, even those of battle, will not rouse the victim.

Thorn, Sleep	800	4,800	HR1-67
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Thread

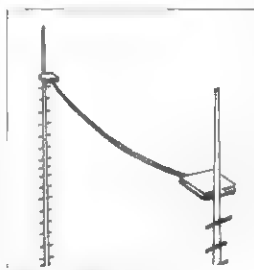
Magical threads appear identical to balls of string, but careful examination reveals threads to be of finer material. To activate a thread's magic, it either must be unwound from the ball, touched against another magical item, or sewn into a piece of cloth.

Thread, Aging	400	4,000	AC04-065
Thread, Commands	1,400	14,000	AC04-065
Thread, Embroidery	300	3,000	AC04-065

Throne

A throne is an ornate chair made of wood or stone. Magical thrones are quite powerful, and all the details about them should be studied before adding one to a game. A throne is usually eight feet tall, four feet wide and deep, plush, and ornately carved. They weigh from 150 to more than 400 pounds.

Throne, Death	1,200	12,000	AC04-066
Throne, Gods, of the	Relic	P	2011-161
Throne, Incineration	1,000	10,000	AC04-066
Throne, Power	8,000	80,000	AC04-066
Throne, Summoning	1,000	10,000	AC04-066
Throne, Transformation	Relic	65,000	X13-61

Tightrope

This modified *rope of climbing* can snake forward at an angle of up to 45° upward or downward, it also allows its owner and up to five man-sized or smaller creatures touched by its owner to walk upon it as if they had the tightrope walking proficiency with a +4 bonus to any proficiency check required.

Tightrope, Tallin's	1,250	12,500	PHBR2-107
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Timeglass

This item appears to be a one-foot tall hourglass. It made its sudden appearance in the hands of an adventurer who forced his way into the Valley of the Mage on the world of Oerth. He returned with only the timeglass and the scars of many dangerous encounters. Since then, the timepiece has been sought by many spell casters for its reputed powers.

Timeglass, Mage	5,000	50,000	2023-084
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Tome

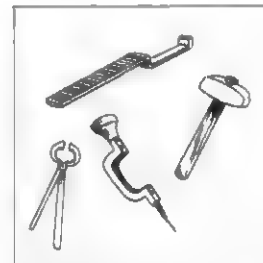
All magical books, librams, tomes, manuals, etc., appear to be normal works of arcane lore. Each is indistinguishable from all others by visual examination of the outer parts or through divination spells. For more information, see the "Books" listing under the "Categories of Magical Items" heading on page 158 of the DUNGEON MASTER™ Guide.

Tome, Alcaister	8,000	64,000	1031-83
Tome, Ildrenadum's Astral	Relic	P	DUNG010-63
Tome, Aubayreer's Workbook	4,000	32,000	DRAG092-34
Tome, Black Heart	5,000	45,000	WG5-25
Tome, Briel's Book of Shadows	8,000	64,000	1031-76
Tome, Caddelyn's Workbook	4,000	32,000	FR04-07
Tome, Chambeeneon	5,000	40,000	1031-64
Tome, Clear Thought	8,000	48,000	2100-181
Tome, Codicil of White	7,000	35,000	DUNG015-38
Tome, Collapsing Spell Book	1,500	15,000	PHBR4-125
Tome, Covenant, of the	4,500	45,000	1031-91
Tome, Cryptichronos	4,000	40,000	DRAG162-11
Tome, Detho's Libram	5,200	52,000	FR04-08
Tome, E'soa Ho'chi	6,500	65,000	1032-076
Tome, Exalted Book of Ethnic Humor	250	1,250	DRAG134-42
Tome, Fool, of the	8,000	40,000	DRAG134-44
Tome, Glandar's Grimoire	4,000	40,000	DRAG164-60
Tome, Glanvyl's Workbook	3,500	35,000	DRAG100-14
Tome, Hand of Helm	2,500	25,000	DRAG164-62

Name	EP	Cost	Book/Page
Tome, History of Evil Mages & Apprentices	2,000	1,000	DRAG082-61
Tome, History of Good Mages & Apprentices	2,000	1,000	DRAG082-61
Tome, Humorous Perspective	4,000	20,000	DRAG134-44
Tome, If They Can Do It, Primal Can Do It Too	6,000	48,000	LNR1-74
Tome, Jaluster's Orizon	75,000	40,000	FR04-10
Tome, Julia Lo'tanu	6,000	30,000	1032-062
Tome, Libram of Lathintel	5,000	25,000	FR04-12
Tome, Manor's Manual of Sight	4,000	20,000	DRAG166-65
Tome, Manual of Trendy & Commercially Lucrative Exercise	1,000	10,000	DRAG120-18
Tome, Mhzentul's Runes	4,000	24,000	DRAG0 62-16
Tome, Mylsibis' Codex of Contention	4,500	22,500	DRAG166-69
Tome, Mystical Equations	1,000	10,000	2121-146
Tome, Nathium	2,600	13,000	1031-65
Tome, Nchaser's Elyromancia	7,200	36,000	1031-62
Tome, Orjalun's Arbatel	5,200	26,000	1031-87
Tome, Rathdaen's	2,500	12,500	FR04-22
Tome, Red Book of War Vol. 1	5,000	40,000	1031-81
Tome, Red Book of War Vol. 2	5,000	40,000	1031-81
Tome, Runes of Freedom	1,500	8,000	DRAG082-61
Tome, Runes of Norzakh	1,500	8,000	1032-061
Tome, Sabirine's Specular	3,000	15,000	1031-77
Tome, Saintly Sanity	1,000	600	DRAG082-61
Tome, Scalomagdrion	4,500	45,000	1031-89
Tome, Selvar's Ineffable Majicks	6,600	66,000	FR04-14
Tome, Serpin Lexicon	3,200	32,000	DUNG017-15
Tome, Seven Fingers, The Life of Thorstag	2,500	25,000	DRAG069-68
Tome, Shadowtome	7,500	75,000	FR04-17
Tome, Shandaril's Workbook	8,000	80,000	FR04-19
Tome, Spell Book of Daimos	4,400	44,000	1031-73
Tome, Seu'Ma	Relic	P	1021-62
Tome, Straad	4,000	40,000	I6-31
Tome, Translation	1,500	15,000	A C04-066
Tome, Twelve Seals	2,200	22,000	FR05-60
Tome, Tymessul's Enchiridion of Travel	2,000	16,000	DRAG166-67
Tome, Understanding	8,000	43,500	2100-181
Tome, Unicorn, of the	4,000	32,000	1031-92
Tome, Unique Mageries	6,000	48,000	FR04-24
Tome, Vacuous Grimoire	—	1,000	2100-181
Tome, Vaerendroon's Enchantments	5,000	40,000	FR04-26
Tome, Vampire Book	600	400	DRAG082-62
Tome, Workbook	1,000	8,000	1031-68
Tome, Wyvernwater Circle	2,000	16,000	DRAG164-61

Tool

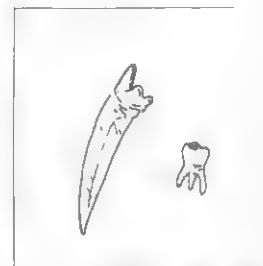
"Tool" is a generic term for implements and devices craftsmen use when practicing their professions. It covers everything from pliers to saws.



Tool, Gemcutter's, Sunndi	3,000	25,000	2023-079
Tool, Woodworker's, Dyvers	2,000	24,000	2023-086

Tooth

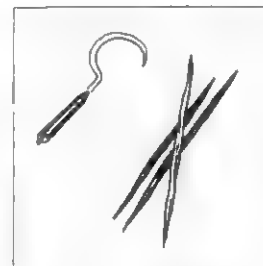
These bony implements crush and tear food into pieces that can be easily swallowed and digested. Each tooth has three sections: the crown, the neck, and the root. Inside the tooth are the enamel, cementum, dentin, and the pulp. Many enchanted teeth come in sets; the values below are for a single tooth.



Tooth, Dahlver-Nar	Relic	5,000	2011-161
Tooth, Dragon, Black	500	5,000	DRAG098-11
Tooth, Dragon, Blue	500	5,000	DRAG098-11
Tooth, Dragon, Brass	500	5,000	DRAG098-11
Tooth, Dragon, Bronze	500	5,000	DRAG098-11
Tooth, Dragon, Copper	500	5,000	DRAG098-11
Tooth, Dragon, Gold	500	5,000	DRAG098-12
Tooth, Dragon, Green	500	5,000	DRAG098-12
Tooth, Dragon, Red	500	5,000	DRAG098-12
Tooth, Dragon, Silver	500	5,000	DRAG098-12
Tooth, Dragon, White	500	5,000	DRAG098-12
Tooth, Respite	1,000	5,000	POLY023-12
Tooth, Stamina	1,500	4,500	POLY023-12
Tooth, Torm	1,000	10,000	FRE2-046

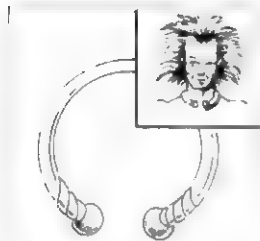
Toothpick

A toothpick is a pointed implement, most often wooden, that is used to draw bits of food from between teeth. Toothpicks are made in different sizes to be used with different sized mouths. For example, a toothpick for a storm giant is a tree trunk relative to a toothpick for a pixie. Most toothpicks are one-use items, and a number of them might be needed to pick between each of a single individual's teeth.



Toothpick, Lightning	800	4,000	DRAG120-18
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Name	EP	Cost	Book/Page
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Torc and Torque

A torc is a band of precious metal that can be worn about the neck or just above the brow (similar to a crown, see page 48). Gems of inestimable value are often used to adorn the metal near the center.

Torc, Gods, of the
Torque, Goddess

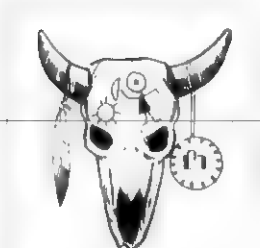
Relic	P	2108-060
2,500	25,000	FR02-61

Torch

A burning torch can illuminate a 40' radius. Although very lightweight, a torch can be used as a bludgeoning weapon that causes approximately one-half normal club damage (1-3 points of damage). Flaming torches can be quite effective weapons against highly flammable creatures such as mummies.

Torch, Continual Fire
Torch, Control

800	4,000	SJR2-70
200	2,000	DRAG030-36

Totem

A totem is a permanent magical item usable only by a shaman. Most totems focus the shaman's magical abilities when either held in the shaman's hands or placed on top of a totem pole. When on a totem pole, the totem gives powers and abilities to all villagers within a specified radius. When in the hands of the shaman, the skull gives additional power only to the shaman.

Totem, Bison Skull

5,000	50,000	DUNG032-63
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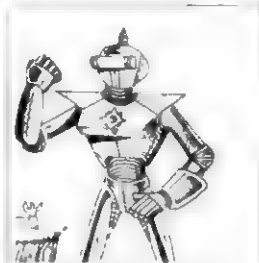
Towel

The mage Fantasy invented the *ever-clean towel* after his nephew visited his home and left a small mountain of soiled towels and filthy carpets. This one-foot-square cloth cannot be stained or dirtied in any way. It can be torn or burned, however.

Towel, Ever-Clean

400	2,000	DRAG030-36
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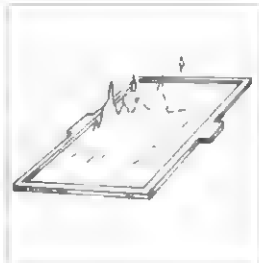
Name	EP	Cost	Book/Page
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Transforming Gargantoid

This is a huge, man-shaped battle machine made from a gargantuan metal golem. It is imbued with limited shape changing powers. It looks like a huge red and yellow iron man. It can change its shape, altering its four limbs and head to imitate a shark's fins and snout, or an eagle's wings, tail, and beak. A door not visible from more than 30 feet away opens on the gargantoid's back, allowing a crew to get inside. Small ladder rungs lead up the golem's side to the door.

Transforming Gargantoid,
Jaggar's

8,500	873,500	AC11-059
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Tray

Kaylan's wooden tray is eight inches wide and 11 inches long. On command, it will burn as a normal, small campfire for eight hours a day. The fire can be used for cooking or for warmth. The user can extinguish the flames on command. The flames do not harm the tray.

Tray, Kaylan's Wooden

300	3,000	POLY043-23
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Treatise

This dangerous item appears to be and functions as a *tome of translation*. It functions benignly until the user transcribes a racial language from a monster of six hit dice or more. At that time, the user stares at the pages, sighs, falls asleep, and the book crumbles to dust.

Treatise, Tedium

400	4,000	AC04-066
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Tree

Magical trees grow, change with the seasons, and require light, soil, air, and water to live, just as normal trees do. Each magical tree has at least one special magical ability that can be used by those who live near it.

Tree, Great
Tree, Life

Relic	P	2013-052
Relic	P	GAZ05-69

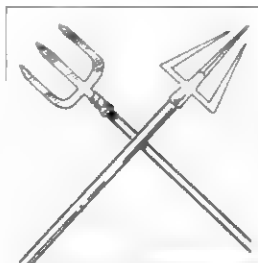
Name EP Cost Book/Page

Trident

A trident is a long pole, four to eight feet long, with a three-tined metal fork on one end. On land, it is not used as a weapon by professional armies, but has seen some limited use by peasants (and by gladiators in some cultures). The trident is normally used for fishing. It can be used with one or two hands.

Several aquatic races, such as locathah, mermen, sahuagin, and tritons, use tridents as their weapon of preference.

Underwater, where slashing weapons are useless, a trident's triple points can be formidable.



Trident +1	800	3,500	2100-186
Trident +2	1,250	6,500	2100-186
Trident +3	1,500	12,500	2100-186
Trident +4	2,000	15,000	2100-186
Trident +5	2,500	17,500	2100-186
Trident, Blessed +4	2,400	16,000	DLR1-80
Trident, Breathing	600	3,000	1013-58
Trident, Charming	800	4,000	1013-58
Trident, Cursed -1	—	400	new item
Trident, Cursed -2	—	600	new item
Trident, Cursed -3	—	800	new item
Trident, Deceiving	200	1,000	1013-58
Trident, Defending	800	4,000	1013-58
Trident, Defending +1	1,800	11,000	new item
Trident, Deflecting	800	4,000	1013-58
Trident, Draining	1,000	5,000	1013-58
Trident, Extinguishing	800	4,000	1013-58
Trident, Finding	2,000	10,000	1013-58
Trident, Fish Command +1	500	4,000	2100-186
Trident, Fish Command +2	750	6,000	new item
Trident, Fish Control	600	5,000	2003-24
Trident, Flaming	1,200	6,000	1013-58
Trident, Flying	1,000	5,000	1013-58
Trident, Healing	3,000	15,000	1013-58
Trident, Hiding	1,200	6,000	1013-58
Trident, Holding	1,000	5,000	1013-58
Trident, Lacedons +1/+3	1,000	8,000	DRAG048-12
Trident, Lightning	4,000	20,000	1013-58
Trident, Oljatt Sea +2	1,500	12,000	2023-088
Trident, Phlogiston, of the, +4	1,800	18,000	1072a-88
Trident, Planes, of the	2,000	15,000	new item
Trident, Reptiles +1/+3	1,000	10,000	DRAG048-12
Trident, Silencing	800	3,800	1013-58
Trident, Slaying, Locathah	900	5,500	new item
Trident, Slaying, Mermen	900	5,500	new item
Trident, Slaying, Sahuagin	900	5,500	new item
Trident, Slaying, Triton	900	4,500	new item
Trident, Slicing	900	4,500	1013-58
Trident, Slowing	800	4,000	1013-58
Trident, Speeding	750	3,500	1013-58
Trident, Submission	1,250	12,500	2011-124
Trident, Translating	1,000	5,000	1013-58
Trident, Warning +1	750	7,500	new item
Trident, Warning +2	1,000	10,000	2100-186
Trident, Watching	1,000	2,000	1013-58
Trident, Water Elementals +1	100	600	DRAG091-62
Trident, Wishing	2,200	11,000	1013-58
Trident, Yearning -2	—	1,000	2100-186

Name EP Cost Book/Page

Trumpet

A trumpet is a musical instrument resembling a bugle or coronet. Trumpets are metal, usually brass. By pursing the lips and blowing through the mouthpiece, the user can create musical melodies. A trumpet also has valves or keys that the user can manipulate to vary the tones produced by the instrument.



Trumpet, Doom 900 5,000 DRAG091-60

Tub

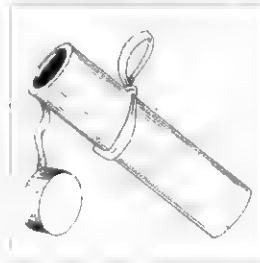
A tub is a wide, deep basin primarily used for bathing, but smaller tubs are often used to clean food, make wine, etc. Most tubs are round, but bathing tubs tend to be square or oval. Magical tubs generally cleaning or alter the user's body, and many automatically change size to fit the user.



Tub, Fat	300	1,500	AC04-067
Tub, Lard	400	2,000	AC04-067
Tub, Sailing	1,000	5,000	AC04-067
Tub, Taryn's	1,000	5,000	POLY043-23
Tub, Washing	600	3,000	AC04-067

Tube

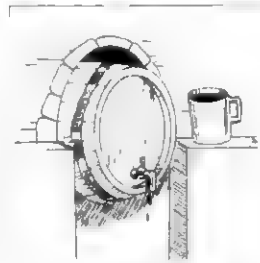
Tubes are used to keep lengths of paper or parchment and whatever is written on them safe from the elements that can dull, yellow, or fade them. They are made of nearly any substance: wood, metal, leather, magically-shaped stone, etc. Tubes are sealed at both ends to keep them air-and watertight.



Tube, Scroll Holding 1,000 4,000 DRAG073-40

Tun

Tuns are large casks or barrels used to store water, wine, ale, and other liquids. Most tuns are made of wood and have a cork near the bottom of the sidewall. When tipped upside down, the owner can pull the cork out and install a tap which makes dispensing the tun's contents much easier. See the Barrel and Cask entries for more information.



Tun, Ale	800	4,000	AC04-067
Tun, Cursed Ale	—	1,000	AC04-067

Name EP Cost Book/Page

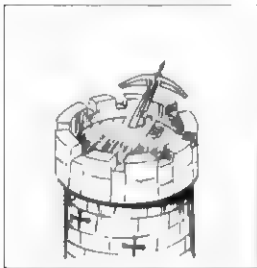
Turban



A turban is a long strip of fabric wrapped around the head. It is common in the Land of Fate. If wrapped around a skull cap, a turban forms a flattened sphere. If wrapped around a fez or other support, the turban is taller, rounder, and more impressive. The turban wrap is often held in place by a pin or brooch, particularly if the wearer is wealthy or powerful.

Turban, Black, Tusmit	1,000	2,000	2023-084
Turban, Brown, Tusmit	500	2,000	2023-084
Turban, Grey, Tusmit	100	3,000	2023-084
Turban, Red, Tusmit	1,000	2,500	2023-084
Turban, White, Tusmit	1,500	3,000	2023-084

Turret



A turret is a rotating platform, usually mounted on a ship or spelljammer. Weapons installed in turrets can be turned to face different targets quickly. Turrets can also provide partial protection for the weapon's crew. Protected turrets are available at double the initial cost, they provide 50% cover (improves AC by 4) to the crew manning that heavy weapon. Small weapons can be moved easily without a turret, but they can benefit from the cover a turret provides.

Turret, Heavy +1	2,000	10,000	1072a-88
Turret, Heavy +2	4,000	20,000	1072a-88
Turret, Heavy +3	8,000	40,000	1072a-88
Turret, Light +1	800	4,000	1072a-88
Turret, Light +2	1,600	8,000	1072a-88
Turret, Light +3	3,200	16,000	1072a-88
Turret, Medium +1	1,000	5,000	1072a-88
Turret, Medium +2	2,000	10,000	1072a-88
Turret, Medium +3	4,000	20,000	1072a-88

Twine



Twine is a type of light, thin rope or heavy string. Unlike rope or string, twine tends to be rougher on the hands, as the threads and strands in it often jut out from the weave. See the Rope, Thread, and String entries for more information.

Twine, Thorn	700	3,500	DRAG005-09
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Name EP Cost Book/Page

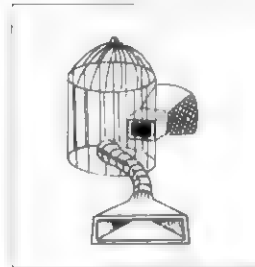
Urn



An urn is a vase or pot with a rounded bottom and a wide mouth. Urns have round or fluted bases to keep them from falling over. Most urns also are equipped with tight-fitting covers. Urns also tend to be decorative, and usually are made of precious materials or are heavily ornamented, or both.

Urn, Ashes	800	4,000	AC04-068
Urn, Awakening	1,000	5,000	AC04-068
Urn, Curses	—	800	AC04-068
Urn, Hindsight	1,100	5,500	LNR1-94
Urn, Silver & Bronze	2,000	10,000	2121-147
Urn, Water Purification	1,500	15,000	1072a-90

Vacuum



This is a built-in house cleaning device powered by a captive air elemental or vortex. The main unit in the device is a small, dome-shaped cage made of fine metal mesh about 16" in diameter. A small air elemental is confined within the cage. The cage itself is enclosed in the receiving bin, where all the trash winds up.

Vacuum, House	100	10,000	AC11-057
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Vane



A vane is a flat object that resists the wind. When mounted on a freely moving pivot, a vane swings in the wind until it reaches the point of least resistance. This shows even casual observers which way the wind is blowing. Many farmers and ranchers place a metallic rendition of their favorite animal (or the animal they raise) on the vane, giving the "weather vane" a personal touch.

Vane, Location, Greater	2,000	10,000	1072a-90
Vane, Location, Lesser	1,000	5,000	1072a-90

Veil

A veil is a piece of sheer, cloth or mesh used to cover the hair or the face or both. The veil is an essential garment in cultures that do not allow people to show their hair or face in public. Other cultures use veils during ceremonies, such as weddings. Pieces of light veil that rustle and flow with every tiny movement or breath of wind are very fashionable in some places.



Veil, X-Ray Vision	1,000	5,000	LNA1-68
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Name EP Cost Book/Page

Vessel

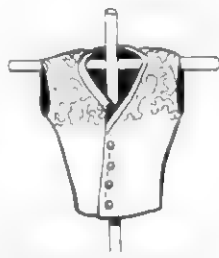
The *Wo-ha Ui-jung* are ten magical drinking cups that were fashioned with arcane powers by the Han. Each is carved in the shape of a different animal, and their powers have played a major role on Koryo's past and present. There is a legend that the character who gathers all the *Wo-ha Ui-jung* together again will be the first emperor of the world.



Vessel, Wo-ha Ui-jung, Coiled Dragon	1,200	12,000	1032-125
Vessel, Wo-ha Ui-jung, Dancing Hart	1,200	12,000	1032-125
Vessel, Wo-ha Ui-jung, Laughing Hare	1,200	12,000	1032-125
Vessel, Wo-ha Ui-jung, Leaping Fish	1,200	12,000	1032-125
Vessel, Wo-ha Ui-jung, Sitting Bull	1,200	12,000	1032-125
Vessel, Wo-ha Ui-jung, Sitting Dog	1,200	12,000	1032-125
Vessel, Wo-ha Ui-jung, Sitting Monkey	1,200	12,000	1032-124
Vessel, Wo-ha Ui-jung, Squatting Toad	1,200	12,000	1032-124
Vessel, Wo-ha Ui-jung, Standing Bear	1,200	12,000	1032-125
Vessel, Wo-ha Ui-jung, Standing Monkey	1,200	12,000	1032-124

Vest

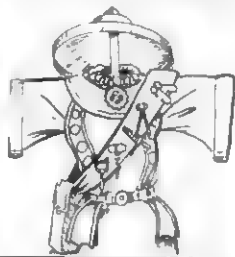
A vest is a close-fitting and waist-length piece of clothing. It is sleeveless and buttons tightly at the midriff, opening at the chest to show shirt (and sometimes neckerchief or cravat) beneath.



Vest, Missile Attraction	—	1,200	AC04-068
Vest, Missile Protection	2,000	10,000	AC04-068

Vestment

Vestments are unusually fine and elaborate garments worn by priests during ceremonies and religious observances. Vestments' style, fabric, and hue vary from faith to faith. Many of these robes possess magical powers and may be used in combination with other protective devices and magical items.



Vestment, Power, Greater	3,000	30,000	FA1-50
Vestment, Power, Lesser	1,800	18,000	FA1-50

Name EP Cost Book/Page

Vial

A *vial of durance* is an iron container, three inches long and a finger's breath in diameter. It can confine one or more magical creatures indefinitely. The vial has no opening, but the silver runes engraved on it often include the command words necessary to trap and release a captive. The vial often appears as an ornament on a necklace, bracer, or other item.



Vial, Durance	150	1,500	HWA2-63
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Violin

A violin is a small stringed instrument, approximately two-feet long. It has four (and sometimes five) strings that create musical tones when stroked with a bow. A violin player tucks the instrument under his chin near the collarbone, and holds it with one hand; he works the bow with the other hand.



Violin, Extreme	1,000	5,000	POLY023-23
Violin, Game	500	2,500	POLY023-23
Violin, Saxon	1,000	5,000	POLY02 3-23
Violin, Unnecessary	500	2,500	POLY023-23

Wakizashi

A wakizashi is an oriental short sword, similar to a katana (oriental long sword). Both have single-edged, slightly curved blades that end blunt tips. Like the katana, the wakizashi may be named for some past deed or event. The wakizashi and katana are normally worn as a pair by samurai characters. This custom is known as *daisho* (long and short).



Wakizashi, Honor +4	1,200	12,000	1072a-90
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Wand

Wands are magical devices used to create spell-like effects. They are slender, and usually about a foot long. They are made of ivory, bone, or wood and are often tipped with something metal, crystal, stone, or other semi-precious material. They tend to be fragile and must be handled carefully. Because of this, they are often kept in cases. Unless inapplicable or otherwise specified, spells discharged from wands function as though cast by a 6th level wizard with respect to range, duration, area of effect and damage inflicted. At the DM's option 1% of all wands can be trapped to backfire. Wands



Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
are powered by charges, each use costs one or more charges. When discovered, a wand typically contains 81 to 100 (80 + 1d20) charges. Captured wands taken from defeated foes often have many fewer charges. Wands never have a greater number of charges than those listed. Most wands can be recharged according to the rules for making magical items. When a wand runs out of charges it can no longer be recharged. Like rods and staves, wands can require a command word (or phrase to operate). The DM can rule that the command word is etched in magical writing on the wand (requiring a <i>read magic</i> to translate) or he can make the character resort to such methods as <i>commune</i> spells and expensive sages.							
Wand, Acidic Spheres	3,500	20,000	FOR2-74	Wand, Orcus, of	Relic	10,000	2011-162
Wand, Animal Location	1,250	10,000	DRAG073-40	Wand, Paralyzation	3,500	25,000	2100-157
Wand, Animation	2,500	15,000	POLY047-26	Wand, Peace, Bisselite	3,000	15,000	2023-075
Wand, Anything	2,500	12,500	2017-096	Wand, Polymorphing	3,500	25,000	2100-157
Wand, Armory	600	5,000	FR04-49	Wand, Portraiture	1,000	25,000	LC2-29
Wand, Banishment	5,000	30,000	FR04-49	Wand, Prime Material Pocket	5,000	25,000	2121-131
Wand, Buckler	500	5,000	EX2-32	Wand, Rune, Odin's	Relic	P	2006-22
Wand, Burdening	—	2,000	POLY043-21	Wand, Rust	6,000	35,000	DRAG126-51
Wand, Cold	5,000	40,000	1012-62	Wand, Salt	5,000	40,000	FR10-83
Wand, Color	1,000	7,000	LC2-26	Wand, Secret Door and Trap Location	5,000	40,000	2100-158
Wand, Conjuraction	7,000	35,000	2100-156	Wand, Secret Door Detection	3,000	25,000	1012-62
Wand, Corridors	4,000	20,000	2121-131	Wand, Size Alteration	3,000	20,000	2100-158
Wand, Dalamar's Lightning	5,000	35,000	2021-098	Wand, Sleep	4,000	20,000	FR10-83
Wand, Dark, Sulhaut Mountains	1,500	8,000	2023-075	Wand, Spectre	3,000	15,000	DRAG076-17
Wand, Darkness	4,000	25,000	FR04-50	Wand, Spider	4,000	20,000	GDQ1-124
Wand, Defoliation	1,000	6,000	2017-096	Wand, Squid	5,000	20,000	U3-44
Wand, Displacement	2,000	15,000	DRAG102-32	Wand, Steam & Vapor	4,500	25,000	2017-097
Wand, Earth & Stone, Greater	1,500	15,000	2017-096	Wand, Storms, Scant	6,000	40,000	2023-075
Wand, Ectal	2,000	15,000	DRAG040-29	Wand, Teeth	3,500	15,000	FR04-53
Wand, Elemental Transmogrification	2,000	10,000	2121-131	Wand, Trap Detection	3,000	25,000	1012-62
Wand, Endless Repetition, Nidus'	3,500	25,000	FR04-48	Wand, Viscid Globbs	4,500	25,000	GDQ1-124
Wand, Enemy Detection	2,000	10,000	2100-156	Wand, Warding	4,000	20,000	FR04-54
Wand, Eyes	3,000	20,000	FR04-51	Wand, Water-Finding	2,000	10,000	FR10-83
Wand, Fear	3,000	15,000	2100-156	Wand, Whips	2,500	12,000	FR04-54
Wand, Fire	4,500	25,000	2100-156	Wand, Witch	2,000	10,000	DRAG005-07
Wand, Fire, Suloise	4,000	20,000	2023-075	Wand, Wonder	6,000	10,000	2100-158
Wand, Fireballs	2,000	16,000	2017-096	Wand, Wonder, A	6,000	10,000	T1:4-126
Wand, Flame Extinguishing	1,500	10,000	2100-156	Wand, Wonder I	6,000	10,000	DRAG147-39
Wand, Fog	1,750	8,000	DUNG014-41	Wand, Wonder II	6,000	10,000	DRAG147-39
Wand, Force	3,000	30,000	2017-096	Wand, Wonder III	6,000	10,000	DRAG147-40
Wand, Frost	6,000	50,000	2100-156	Wand, Wonder IV	6,000	10,000	DRAG147-40
Wand, Gremlin	2,500	10,000	PC2-40	Wand, Wonder, Alternate	1,200	12,000	POLY058-10
Wand, Hammerblows	1,000	8,000	FR04-51	Wand, Wondrousness	6,000	10,000	POLY048-24
Wand, Highfolk	4,000	18,000	2023-076	Wand, Yatil, Zooming	3,500	17,500	2023-076
Wand, Ice Storms	2,500	20,000	2017-096	Wand, Zadron's	2,000	10,000	DRA G062-68
Wand, Illumination	2,000	10,000	2100-156				
Wand, Illusion	3,000	20,000	2100-157				
Wand, Iron	Relic	95,000	2013-037				
Wand, Knock	2,500	15,000	FR04-52				
Wand, Light	50	500	POLY026-22				
Wand, Lightning	4,000	30,000	2100-157				
Wand, Lightning Bolts	2,000	16,000	2017-096				
Wand, Magic Detection	2,500	25,000	2100-157				
Wand, Magic Mirrors	3,000	20,000	DRAG102-30				
Wand, Magic Missiles	4,000	35,000	2100-157				
Wand, Metal and Mineral Detection	1,500	7,500	2100-157				
Wand, Metal Command	2,500	10,000	2017-096				
Wand, Metal Detection	1,500	7,500	1012-62				
Wand, Misplaced Objects	2,000	10,000	2121-131				
Wand, Negation	3,500	15,000	2100-157				
Wand, Obliteration	2,500	12,500	FR04-52				
Wand, Ocholor's Eye	3,500	15,000	FR04-53				

Warrior

Deep within a hidden mountain sepulcher lie five crystalline warriors awaiting the call to defend the country of Tabot (in the land of Kara-Tur on the planet Toril) against monstrous odds.



Warrior, Crystal, Crystalline	Relic	70,000	1032-077
Warrior, Crystal, Diamond	Relic	70,000	1032-077
Warrior, Crystal, Glass	Relic	70,000	1032-077
Warrior, Crystal, Jade	Relic	70,000	1032-077
Warrior, Crystal, Rainbow	Relic	70,000	1032-077
Warrior, Crystal, Ruby	Relic	70,000	1032-077

Name	EP	Cost	Book/Page
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Watch

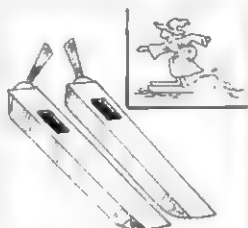
The *pocket watch of Nirvana* is a small, very rare device that can transport the user to the plane of Nirvana. The watch also keeps perfect time according to the yearly cycle of the sun and never needs rewinding. The watch is solid gold and has two long, thin gold chains that run through a metal hoop at the top of the watch.



Watch, Pocket, Nirvana	1,000	5,000	2121-146
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Watershoe

This invention consists of two narrow wooden boxes, each six feet long. The user's feet fit in holes in the middle of each box. The watershoes float and contain leather mechanisms that must be wound up before use. When released the mechanisms drive small propellers which push the watershoes forward through the water.



Watershoe, Ambreville's	50	250	AC11-090
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Wax

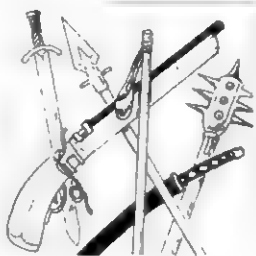
Pure, rare waxes can hold an enchantment if mixed with the proper materials. Magical wax can be found in any size, shape, or color, but the gem powder in it makes it glitter. New magical wax is formed into bricks each four inches long, two inches wide, and one inch thick.



Wax, Careful Hearing	450	1,250	AC04-069
Wax, Ceiling	100	500	AC04-069
Wax, Fabrication	100	500	AC04-069
Wax, Hearing	300	1,500	AC04-069
Wax, Sealing	200	600	AC04-069
Wax, Waning	150	500	AC04-069

Weapon

The entries in this section can be applied to any enchanted weapon. An item of *cloaked wizardry* does not radiate a *dweomer*, even if detected for. Intelligent weapons possess extra magical abilities. The sale and XP values for such weapons are up to the DM. We suggest adding 300 xp and 1,500 gp, for a language or primary ability; 900 xp and 4,500 gp for an extraordinary ability (see page 187 of the *DUNGEON MASTER* Guide for details).



Name	EP	Cost	Book/Page
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Weapon, Cloaked Wizardry	+100	+500	DRAG179-68
Weapon, Intelligent	Varies	Varies	2100-186

Weed

Weeds are wild plants that have magical or quasi-magical effects. These usually are released when the weed is burned. The magic takes effect when someone inhales the smoke. A saving throw is allowed versus poisonous and other undesirable effects. See the *Pipeweed* entry (page 107) for more magical possibilities.



Weed, Rapture	150	900	U3-44
Weed, Witch	1,000	5,000	FR10-85

Well

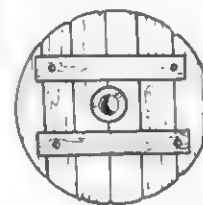
Normal wells are nothing more than stone-lined holes in the ground. They penetrate the water table, and create a place where ground water can be drawn out with a bucket or pump. Magical wells can be as simple as a stone-lined hole or as elaborate as a piece of cloth that can be folded and placed in the pocket.



Well, Many Worlds	6,000	12,000	2100-181
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Wheel

A wheel is normally mounted to turn on an axle (a rod connected to the wheel's center). The turning of a magical wheel often causes a number of effects that have nothing to do with travel—noise, light, heat, the movement of other parts, and so forth. Wheel sizes vary greatly depending upon their use.



Wheel, Fairy's	1,000	5,000	AC04-069
Wheel, Fire	1,800	9,000	2018-135
Wheel, Floating	1,200	6,000	1013-54
Wheel, Floating, Cursed	—	1,000	1013-54
Wheel, Fortune	2,500	12,500	1013-55
Wheel, Hasty	1,000	5,000	AC04-069
Wheel, Keening	900	4,500	POLY050-17
Wheel, Maneuverability, B	8,000	80,000	1072a-90
Wheel, Maneuverability, C	4,000	40,000	1072a-90
Wheel, Maneuverability, D	2,000	20,000	1072a-90
Wheel, Maneuverability, E	1,000	10,000	1072a-90
Wheel, Maneuverability, G	—	2,000	1072a-90
Wheel, Spinning	600	3,000	AC04-061
Wheel, Square	400	2,000	1013-55
Wheel, Wind Fire	2,000	10,000	2013-037

Name	EP	Cost	Book/Page
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Whip



A whip is a rope-like device, often with several leather tails or thongs. The tails on some whips have metal barbs, broken glass or crystal, or other sharp objects attached. These whips are often called scourges. A similar device, the cat-o-nine-tails, is a nine-tailed whip with knots tied in each thong. The common whip is not so much a weapon as it is a means of inflicting great pain.

Whip +1	800	2,500	new item
Whip +2	1,600	7,500	new item
Whip +3	2,400	12,500	new item
Whip +4	3,200	17,500	new item
Whip, Amatar, Greater	950	9,500	FR11-45
Whip, Amatar, Lesser	650	6,500	FR11-45
Whip, Breathing	2,500	12,500	1013-58
Whip, Charming	1,000	7,000	1013-58
Whip, Deceiving	200	2,000	1013-58
Whip, Defending	1,000	5,000	1013-58
Whip, Deflecting	2,000	10,000	1013-58
Whip, Draining	1,500	7,500	1013-58
Whip, Extinguishing	1,500	7,500	1013-58
Whip, Fangs	1,000	500/head	FOR2-82
Whip, Finding	1,000	12,000	1013-58
Whip, Flaming	800	3,200	1013-58
Whip, Flying	1,000	7,500	1013-58
Whip, Frost/Fire/Fear	10,000	50,000	FRE1-42
Whip, Healing	5,000	40,000	1013-58
Whip, Hiding	1,500	7,500	1013-58
Whip, Holding	2,000	10,000	1013-58
Whip, Lightning	4,000	30,000	1013-58
Whip, Malebranche, of the	3,000	30,000	2009-22
Whip, Silencing	1,000	5,000	1013-58
Whip, Slaying, Deity	9,000	45,000	2006-68
Whip, Slaying, Demon	4,500	22,500	2006-68
Whip, Slaying, Evil	900	4,500	2006-68
Whip, Slaying, Law	900	4,500	2006-68
Whip, Slicing	7,000	35,000	1013-58
Whip, Slowing	1,000	7,000	1013-58
Whip, Speeding	2,500	20,000	1013-58
Whip, Summoning	3,000	15,000	2006-43
Whip, Tailrazor	7,000	35,000	DLE3-063
Whip, Translating	1,000	10,000	1013-58
Whip, Watching	2,500	7,500	1013-58
Whip, Wishing	2200	11,000	1013-58
Whip, Zeif +2	800	5,000	2023-088

Whistle



A whistle is a hollow tube of metal, wood, or reed with a small hole at one end that serves as a mouthpiece. Another hole in the side of the tube allows air to be blown through the whistle and resonate. Magical whistles usually must be commanded and the blown to produce their magical effects.

Name	EP	Cost	Book/Page
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Whistle, Axewood	3,500	32,000	2023-086
Whistle, Dragon	200	2,000	DLA1-057
Whistle, Gateway	6,000	60,000	DLA1-057
Whistle, Herding	500	2,500	DRAG073-37
Whistle, Shrieking	1,000	5,000	LC4-11

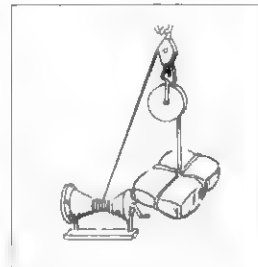
Wife



Ilmarinen's wife appears to be a metal golem that resembles an extremely attractive human female clad in robes. The entire golem is made of a sparkling mixture of gold and silver. It can speak any language that it hears, and possesses other powers that make it a valuable companion and guardian.

Name	EP	Cost	Book/Page
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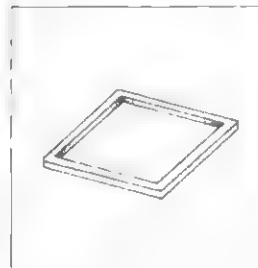
Winch



A winch is a lifting and pulling device that consists of a number of wheels, ropes, and pulleys. By using a winch a person can lift or haul far more weight than he or she could ever hope to move normally.

Name	EP	Cost	Book/Page
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Window



A magical window is simply a small square or rectangular frame, lacking glass, that appears identical to a normal window frame except for its size. It can be as small as one inch square or as large as 10 feet across. All magical windows enlarge on command to a maximum of five times their original size. They all shrink back to their original size with a second command word. A window may be held in place for up to one hour per use. A window cannot be

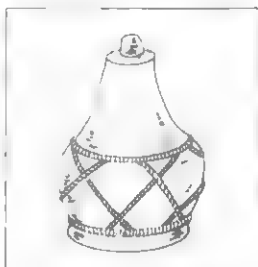
removed for at least one round after use or it will vanish. A window has no effect on magical doors or walls of any kind.

Window, Display	—	1,000	AC04-71
Window, Dressing	1,500	7,500	AC04-71
Window, Opacity	1,000	5,000	AC04-71
Window, Peeping	1,600	8,000	AC04-71
Window, Spying	2,000	10,000	AC04-71
Window, Visiting	—	1,000	AC04-71

Name EP Cost Book/Page

Wine

Wine is an alcoholic drink made from fermented fruit. A wine's taste varies greatly according to the type of fruit and process used to make it. Such fruits can include grapes, apples, berries, and others. Wine spoils if not kept in an airtight container. Contrary to popular belief, spoiled wine does not turn into vinegar; it simply becomes undrinkable.



Wine, Eternity 1,500 10,000 1060-120

Wing

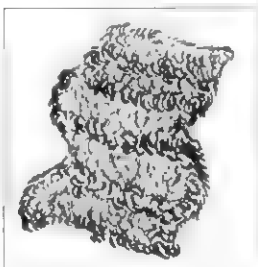
Wings are magical devices that generally allow the wearer to fly just like a bird. The user cannot levitate or hover, but must flap the wings and move forward to stay aloft. Some wings attach themselves to the user's shoulders, and some must be strapped on like a backpack.



Wing, Dragon	10,000	50,000	DLE3-062
Wing, Flying	750	7,500	2100-181
Wing, Morphail's Night	350	3,500	AC11-092
Wing, Rakers	1,000	9,500	2023-086

Wool

Wool is the soft, curly hair that forms the fleece of sheep, goats, and other animals. The fine hairs have minute, overlapping scales that help them clump together to form a watertight mass. To be made into a garment, wool must be sheared from the animal, washed, spun into thread, and finally woven into cloth.



Wool, Lapland	500	2,500	2006-44
Wool, Magic	1,000	5,000	2013-052

Wristband

A wristband is a kind of bracelet (see page 35). The one described here is made of silver. One side is engraved with the image of a horse. The reverse side is etched with the command word that activates the item.

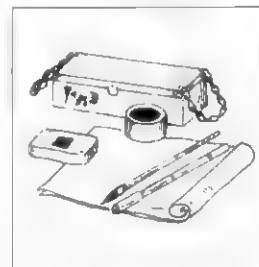


Wristband, Equus 1,200 6,000 DUNG022-34

Name EP Cost Book/Page

Writing Set

The wondrous writing set comes in a lacquered box and contains a brush, inking stone, and inkwell with ink. When used for writing, the set improves the character's calligraphy proficiency by +2. Furthermore, if the character has a sample of a person's handwriting, he can create a perfect forgery of that handwriting.



Writing Set, Wondrous 3,000 15,000 2018-135

Xanthippe

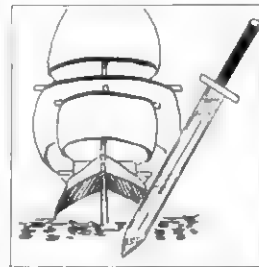
This item appears to be a tiny statue of a shrew. When properly commanded, the shrew grows to giant size and obeys the user. However, another command word makes the statue immediately begin loudly criticizing the user; all within 60 feet understand the words. This speech continues for its full duration but the being returns to a statue form on command.



Xanthippe, Annoyance 700 3,500 AC04-072

Xebec

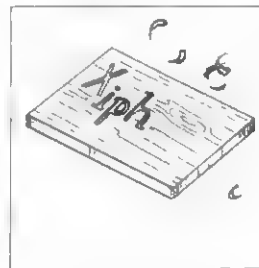
This item appears and functions as a sword +1 in all respects. When immersed in water and the commanded, it turns into a three-masted ship with sails. The xebec remains in ship form for as long as desired, and a second command returns it to sword form. The xebec can only be damaged by magical attacks or by creatures with 12 or greater hit dice.



Xebec, Xiphoid 9,000 45,000 AC04-072

Xylograph

This item is a wooden slab one inch thick and one foot square. Upon command, it transcribes the user's words, carving them backwards as grooves into its wood. At a second command, the grooves fill in with ink, and the xylograph can then be pressed against a wall, parchment, etc., printing its message on the surface. Once the words are printed, the xylograph returns to its original, featureless state. After the initial command word, the user may also inscribe a drawing of some sort simply by using one finger to trace the lines desired. The xylograph functions only once per day. It becomes non-magical if damaged by fire.



Xylograph 1,000 5,000 AC04-072

Name EP Cost Book/Page

Yo-Yo



The *yo-yo of fate* looks like a normal toy. It is bright cherry-red, with a string that glows faint yellow. It adds +1 to the user's saving throws and a +2% to all bardic abilities. Most of the time, it functions as a normal yo-yo. However, when the user desires, the yo-yo allows its owner to alter fate during the course of a day. When used to alter fate, the yo-yo's string is shortened by 1" for every +1 bonus added to a 1d20 die roll. When the string reaches zero length, the yo-yo becomes non-magical.

Yo-Yo, Fate 3"	1,500	1,800	DRAG134-44
Yo-Yo, Fate 5"	2,500	3,000	DRAG134-44
Yo-Yo, Fate 6"	4,500	5,400	DRAG134-44
Yo-Yo, Fate 13"	6,500	7,800	DRAG134-44
Yo-Yo, Fate 17"	8,500	11,400	DRAG134-44
Yo-Yo, Fate 20"	10,000	12,000	DRAG134-44

Yoke



Yokes are devices that can be used to harness a pair of oxen or other large animals to the will of the bearer. The yoke is often attached to some kind of vehicle so the animals can be used for locomotion. More commonly, animals are yoked to a plow for agricultural work.

Yoke, Boar Harnessing	800	4,000	FR02-61
Yoke, Flight	600	3,000	FR02-61
Yoke, Irritation	—	1,200	AC04-072
Yoke, Obedience	2,500	4,000	AC04-072
Yoke, Practical	1,200	5,000	POLY023-23
Yoke, Underwater Action	2,000	10,000	FR02-62

Zither



This musical instrument is shaped like a flat box with strings attached. When the types described here are strummed and commanded, all zombies within 60' are affected by the music in accordance to the rules laid out for each item.

Zither, Zombie Control	7,000	25,000	AC04-073
Zither, Zombie Protection +1	1,000	5,000	AC04-073
Zither, Zombie Protection +2	2,000	10,000	AC04-073
Zither, Zombie Protection +3	3,000	15,000	AC04-073
Zither, Zombie Protection +4	4,000	20,000	AC04-073
Zither, Zombie Protection +5	5,000	25,000	AC04-073

Name EP Cost Book/Page

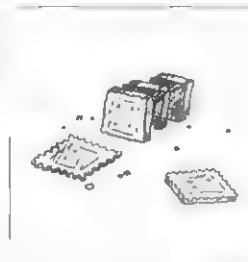
Zoster



A zoster is a very thick and wide belt; they are intended to support the wearer's abdomen to reduce the risk of injury when lifting or performing other feats of strength. Zosters are not designed to be accessories; however, belt pouches, scabbards, and other objects can be hung from it, allowing the wearer easy access to the contents.

Zoster, Zeal	6,000	20,000	AC04-073
Zoster, Zoophobia	—	1,800	AC04-073

Zwieback



This dry, crusty bread is magically useful in wine production. If dipped into a wineskin filled with inferior wine, the liquid changes to an excellent beverage that can be sold for ten times the original price. The piece of zwieback disintegrates when used. Each package of zwieback contains 2d10 pieces when found. Moisture disintegrates the cracker on contact.

Zwieback, Zymurgy	1,000	4,000	AC04-073
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Randomizing Charts

When possible, the DM should select the magical items he gives out in the campaign. Sometimes, however, the DM has more pressing game matters to worry about. To select magical items randomly, roll on Table 1 below. This table directs the DM to the specific categories in Tables A through S. Table 1 is almost identical Table 88 in the DUNGEON MASTER™ Guide, except that it includes an entry for pun items.

Table 1: Magical Items

D20 Roll	Category	Reference Tables
01-20	Potions and Oils	A1-A12
21-35	Scrolls	B1-B6
36-40	Rings	C1-C7
41	Rods	D
42	Staves	E
43-45	Wands	F
46	Miscellaneous Magic: Books, Librams, Manuals and Tomes	G1-G5
47-48	Miscellaneous Magic: Jewels and Jewelry	H1-H13
49-50	Miscellaneous Magic: Cloaks, Robes, and Clothing	I1-I5
51-52	Miscellaneous Magic: Boots and Gloves	J1-J10
53	Miscellaneous Magic: Girdles and Helms	K1-K7
54-55	Miscellaneous Magic: Bags and Bottles	L1-L17
56	Miscellaneous Magic: Dusts and Stones	M1-M13
57	Miscellaneous Magic: Household Items	N1-N15
58	Miscellaneous Magic: Musical Instruments	O1-O4
59-60	Miscellaneous Magic: The Weird Stuff	P1-P22
61	Miscellaneous Magic: The Pun Items ¹	Q1-Q5
63-77	Armor and Shields	R1-R8
78-00	Weapons	S1-S28

¹ Or roll again.

[illegible]

68-71	1st-4th level spells	Table C4: Rings		Table C5: Rings		Table C6: Rings		Table C7: Rings		Table C8: Rings		Table C9: Rings		Table C10: Rings		Table C11: Rings		Table C12: Rings		Table C13: Rings		Table C14: Rings		Table C15: Rings		Table C16: Rings		Table C17: Rings		Table C18: Rings		Table C19: Rings		Table C20: Rings		Table C21: Rings		Table C22: Rings		Table C23: Rings		Table C24: Rings		Table C25: Rings		Table C26: Rings		Table C27: Rings		Table C28: Rings		Table C29: Rings		Table C30: Rings		Table C31: Rings		Table C32: Rings		Table C33: Rings		Table C34: Rings		Table C35: Rings		Table C36: Rings		Table C37: Rings		Table C38: Rings		Table C39: Rings		Table C40: Rings		Table C41: Rings		Table C42: Rings		Table C43: Rings		Table C44: Rings		Table C45: Rings		Table C46: Rings		Table C47: Rings		Table C48: Rings		Table C49: Rings		Table C50: Rings		Table C51: Rings		Table C52: Rings		Table C53: Rings		Table C54: Rings		Table C55: Rings		Table C56: Rings		Table C57: Rings		Table C58: Rings		Table C59: Rings		Table C60: Rings		Table C61: Rings		Table C62: Rings		Table C63: Rings		Table C64: Rings		Table C65: Rings		Table C66: Rings		Table C67: Rings		Table C68: Rings		Table C69: Rings		Table C70: Rings		Table C71: Rings		Table C72: Rings		Table C73: Rings		Table C74: Rings		Table C75: Rings		Table C76: Rings		Table C77: Rings		Table C78: Rings		Table C79: Rings		Table C80: Rings		Table C81: Rings		Table C82: Rings		Table C83: Rings		Table C84: Rings		Table C85: Rings		Table C86: Rings		Table C87: Rings		Table C88: Rings		Table C89: Rings		Table C90: Rings		Table C91: Rings		Table C92: Rings		Table C93: Rings		Table C94: Rings		Table C95: Rings		Table C96: Rings		Table C97: Rings		Table C98: Rings		Table C99: Rings		Table C100: Rings		Table C101: Rings		Table C102: Rings		Table C103: Rings		Table C104: Rings		Table C105: Rings		Table C106: Rings		Table C107: Rings		Table C108: Rings		Table C109: Rings		Table C110: Rings		Table C111: Rings		Table C112: Rings		Table C113: Rings		Table C114: Rings		Table C115: Rings		Table C116: Rings		Table C117: Rings		Table C118: Rings		Table C119: Rings		Table C120: Rings		Table C121: Rings		Table C122: Rings		Table C123: Rings		Table C124: Rings		Table C125: Rings		Table C126: Rings		Table C127: Rings		Table C128: Rings		Table C129: Rings		Table C130: Rings		Table C131: Rings		Table C132: Rings		Table C133: Rings		Table C134: Rings		Table C135: Rings		Table C136: Rings		Table C137: Rings		Table C138: Rings		Table C139: Rings		Table C140: Rings		Table
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[illegible]

[illegible]

23-24	Pen, Excellence	01-02	Tent, Captivity	65-66	Chime, Vendors	73-74	Larynx, Duetting	51-56	Crytal, Tapestries	31-32	Dragon, Gold	14	Cold, Sharp Minor	28-35	Maneuverability, D
25-26	Pen, Speedy Writing	03-04	Tent, Dew	67-68	Chime, Warning	75-76	Lute, (Bass), Calling	57-61	Elemental, Air	33-35	Dragon, Green	15-16	Cold, D Major	36-45	Maneuverability, G
27-29	Pen, Truth	05-06	Tent, Luxury	69-70	Concert, Communication	77-78	Lute, (Bass), Churn	62-63	Elemental, Earth	36-38	Dragon, Platinum	17-18	Cold, D Minor	46-55	Penetration
29-30	Pick, Earth Parting	07-08	Tent, Mist	71-72	Concert, Machine	79-80	Lute, (Bass), Discard	64-65	Elemental, Fire	39-41	Dragon, Red	19-20	Cold, E Major	56-73	Speed +1
31-32	Pickaxe, Piercing	09-10	Tent, Polychromatic	73-74	Concert, Ravine	81-82	Lute, Lost	66-67	Elemental, Water	42-44	Dragon, Silver	21-22	Cold, E Minor	74-82	Speed +2
33-34	Pillow, Regeneration	11-12	Tent, Poor	75-76	Concert, Walking	83-84	Lute, Singing	68-69	Elemental, Wind	45-47	Dragon, White	23-25	Cold, F Major	83-91	Speed +3
35-36	Pillow, Resilience	13-14	Tent, Shelter	77-78	Cymbal, Crashing	85-86	Lute, Summoning, Band	70-75	Enchanted String	48-50	Dragon, Yellow	25-27	Cold, F Minor	92-00	Speed -1
37-38	Pitchfork, Penetration	15-16	Tent, Standing	79-80	Drum, Bass	87-88	Lute, Woodwalking	81-90	Enchanted	51-52	Dragon, Purple	28-29	Cold, G Major		
39-40	Plac, Book	17-18	Tent, Warning	81-82	Drum, Native	89-90	Lute, Building	91-92	Enchanted	53-54	Dragon, Blue	30-31	Cold, G Minor		
41-42	Plac, Counterfiling	19-20	Thread, Aging	83-84	Drum, Peace	93-94	Lute, Spheres	95-96	Enchanted	55-56	Dragon, Green	32-33	Cold, H Major		
43-44	Plac, Dinner	21-22	Thread, Commands	85-86	Drum, Peace	97-98	Lute, Spheres	99-00	Enchanted	57-58	Dragon, Purple	34-35	Cold, H Minor		
45-46	Plac, Leomaid's	23-24	Thread, Embroidery	87-88	Drum, Peace	99-00	Lute, Spheres		Enchanted	59-60	Dragon, Purple	36-37	Cold, I Major		
47-48	Poker, Fire Control	25-26	Thread, Oath	89-90	Drum, Silence		Lute, Spheres		Enchanted	61-62	Dragon, Purple	38-39	Cold, I Minor		
49-50	Poker, Seating	27-28	Throne, Incantation	91-92	Drum, Thunder		Lute, Spheres		Enchanted	63-64	Dragon, Purple	40-41	Cold, J Major		
51-52	Poker, Summoning	29-30	Throne, Power	93-94	Flute, Bone		Lute, Spheres		Enchanted	65-66	Dragon, Purple	42-43	Cold, J Minor		
53-54	Portrait, Longevity	31-32	Throne, Summoning	95-96	Flute, Courage		Lute, Spheres		Enchanted	67-68	Dragon, Purple	44-45	Cold, K Major		
55-56	Pump, Deep Drilling	33-34	Tripod, Tiltin's	97-98	Flute, Dancer		Lute, Spheres		Enchanted	69-70	Dragon, Purple	46-47	Cold, L Major		
57-58	Pump, Water Summoning	35-36	Tinagula, Mage	99-00	Flute, Demising		Lute, Spheres		Enchanted	71-72	Dragon, Purple	48-49	Cold, L Minor		
59-60	Rag, Violin	37-38	Tool, Gemworker's Sundri				Lute, Spheres		Enchanted	73-74	Dragon, Purple	50-51	Cold, M Major		
61-62	Rag, Dying	39-40	Tool, Woodworker's, Dyers				Lute, Spheres		Enchanted	75-76	Dragon, Purple	52-53	Cold, M Minor		
63-64	Rake, Climbing	41-43	Tool, Ever-Clean				Lute, Spheres		Enchanted	77-78	Dragon, Purple	54-55	Cold, N Major		
65-66	Rake, Iron	44-45	Tool, Ever-Clean				Lute, Spheres		Enchanted	79-80	Dragon, Purple	56-57	Cold, N Minor		
67-68	Rake, Retrieval	46-47	Tool, Ever-Clean				Lute, Spheres		Enchanted	81-82	Dragon, Purple	58-59	Cold, O Major		
69-70	Rake, Ship	48-49	Tool, Ever-Clean				Lute, Spheres		Enchanted	83-84	Dragon, Purple	60-61	Cold, O Minor		
71-72	Rake, Smoothing	50-51	Tool, Ever-Clean				Lute, Spheres		Enchanted	85-86	Dragon, Purple	62-63	Cold, P Major		
73-74	Rake, Tracking	52-53	Tool, Ever-Clean				Lute, Spheres		Enchanted	87-88	Dragon, Purple	64-65	Cold, P Minor		
75-76	Ratona, Epox's Iron	54-55	Tool, Ever-Clean				Lute, Spheres		Enchanted	89-90	Dragon, Purple	66-67	Cold, Q Major		
77-78	Rope, Construction	56-57	Tool, Ever-Clean				Lute, Spheres		Enchanted	91-92	Dragon, Purple	68-69	Cold, Q Minor		
79-80	Rope, Enzanglement	58-59	Tool, Ever-Clean				Lute, Spheres		Enchanted	93-94	Dragon, Purple	70-71	Cold, R Major		
81-82	Rope, Infinite	60-62	Tool, Ever-Clean				Lute, Spheres		Enchanted	95-96	Dragon, Purple	72-73	Cold, R Minor		
83-84	Rug, Self-Cleaning	63-64	Tool, Ever-Clean				Lute, Spheres		Enchanted	97-98	Dragon, Purple	74-75	Cold, S Major		
85-86	Rug, Smoothing	65-66	Tool, Ever-Clean				Lute, Spheres		Enchanted	99-00	Dragon, Purple	76-77	Cold, S Minor		
87-88	Rug, Welcome	67-68	Tool, Ever-Clean				Lute, Spheres		Enchanted			78-79	Cold, T Major		
89-90	Saw, Cutting	69-70	Tool, Ever-Clean				Lute, Spheres		Enchanted			80-81	Cold, T Minor		
91-92	Saw, Mighty Cutting	71-72	Tool, Ever-Clean				Lute, Spheres		Enchanted			82-83	Cold, U Major		
93-94	Sent, Base	73-74	Tool, Ever-Clean				Lute, Spheres		Enchanted			84-85	Cold, U Minor		
95-96	Servant, Leuk-O's Mighty	75-76	Tool, Ever-Clean				Lute, Spheres		Enchanted			86-87	Cold, V Major		
97-98	Servant, Serpent	77-78	Tool, Ever-Clean				Lute, Spheres		Enchanted			88-89	Cold, V Minor		
99-00	Shovel, Animation	79-80	Tool, Ever-Clean				Lute, Spheres		Enchanted			90-91	Cold, W Major		
Table N14: Miscellaneous															
Roll	Item	Roll	Item	Roll	Item	Roll	Item	Roll	Item	Roll	Item	Roll	Item	Roll	Item
04-05	Shovel, Graveling	06-07	Shovel, Inheritance	08-09	Shovel, Inheritance	10-11	Shovel, Inheritance	12-13	Shovel, Inheritance	14-15	Shovel, Inheritance	16-17	Shovel, Inheritance	18-19	Shovel, Inheritance
20-21	Shovel, Inheritance	22-23	Shovel, Inheritance	24-25	Shovel, Inheritance	26-27	Shovel, Inheritance	28-29	Shovel, Inheritance	30-31	Shovel, Inheritance	32-33	Shovel, Inheritance	34-35	Shovel, Inheritance
36-37	Shovel, Inheritance	38-39	Shovel, Inheritance	40-41	Shovel, Inheritance	42-43	Shovel, Inheritance	44-45	Shovel, Inheritance	46-47	Shovel, Inheritance	48-49	Shovel, Inheritance	50-51	Shovel, Inheritance
52-53	Shovel, Inheritance	54-55	Shovel, Inheritance	56-57	Shovel, Inheritance	58-59	Shovel, Inheritance	60-61	Shovel, Inheritance	62-63	Shovel, Inheritance	64-65	Shovel, Inheritance	66-67	Shovel, Inheritance
68-69	Shovel, Inheritance	70-71	Shovel, Inheritance	72-73	Shovel, Inheritance	74-75	Shovel, Inheritance	76-77	Shovel, Inheritance	78-79	Shovel, Inheritance	80-81	Shovel, Inheritance	82-83	Shovel, Inheritance
84-85	Shovel, Inheritance	86-87	Shovel, Inheritance	88-89	Shovel, Inheritance	90-91	Shovel, Inheritance	92-93	Shovel, Inheritance	94-95	Shovel, Inheritance	96-97	Shovel, Inheritance	98-99	Shovel, Inheritance
100-101	Shovel, Inheritance	102-103	Shovel, Inheritance	104-105	Shovel, Inheritance	106-107	Shovel, Inheritance	108-109	Shovel, Inheritance	110-111	Shovel, Inheritance	112-113	Shovel, Inheritance	114-115	Shovel, Inheritance
116-117	Shovel, Inheritance	118-119	Shovel, Inheritance	120-121	Shovel, Inheritance	122-123	Shovel, Inheritance	124-125	Shovel, Inheritance	126-127	Shovel, Inheritance	128-129	Shovel, Inheritance	130-131	Shovel, Inheritance
132-133	Shovel, Inheritance	134-135	Shovel, Inheritance	136-137	Shovel, Inheritance	138-139	Shovel, Inheritance	140-141	Shovel, Inheritance	142-143	Shovel, Inheritance	144-145	Shovel, Inheritance	146-147	Shovel, Inheritance
148-149	Shovel, Inheritance	150-151	Shovel, Inheritance	152-153	Shovel, Inheritance	154-155	Shovel, Inheritance	156-157	Shovel, Inheritance	158-159	Shovel, Inheritance	160-161	Shovel, Inheritance	162-163	Shovel, Inheritance
164-165	Shovel, Inheritance	166-167	Shovel, Inheritance	168-169	Shovel, Inheritance	170-171	Shovel, Inheritance	172-173	Shovel, Inheritance	174-175	Shovel, Inheritance	176-177	Shovel, Inheritance	178-179	Shovel, Inheritance
180-181	Shovel, Inheritance	182-183	Shovel, Inheritance	184-185	Shovel, Inheritance	186-187	Shovel, Inheritance	188-189	Shovel, Inheritance	190-191	Shovel, Inheritance	192-193	Shovel, Inheritance	194-195	Shovel, Inheritance
196-197	Shovel, Inheritance	198-199	Shovel, Inheritance	200-201	Shovel, Inheritance	202-203	Shovel, Inheritance	204-205	Shovel, Inheritance	206-207	Shovel, Inheritance	208-209	Shovel, Inheritance	210-211	Shovel, Inheritance
212-213	Shovel, Inheritance	214-215	Shovel, Inheritance	216-217	Shovel, Inheritance	218-219	Shovel, Inheritance	220-221	Shovel, Inheritance	222-223	Shovel, Inheritance	224-225	Shovel, Inheritance	226-227	Shovel, Inheritance
228-229	Shovel, Inheritance	230-231	Shovel, Inheritance	232-233	Shovel, Inheritance	234-235	Shovel, Inheritance	236-237	Shovel, Inheritance	238-239	Shovel, Inheritance	240-241	Shovel, Inheritance	242-243	Shovel, Inheritance
244-245	Shovel, Inheritance	246-247	Shovel, Inheritance	248-249	Shovel, Inheritance	250-251	Shovel, Inheritance	252-253	Shovel, Inheritance	254-255	Shovel, Inheritance	256-257	Shovel, Inheritance	258-259	Shovel, Inheritance
260-261	Shovel, Inheritance	262-263	Shovel, Inheritance	264-265	Shovel, Inheritance	266-267	Shovel, Inheritance	268-269	Shovel, Inheritance	270-271	Shovel, Inheritance	272-273	Shovel, Inheritance	274-275	Shovel, Inheritance
276-277	Shovel, Inheritance	278-279	Shovel, Inheritance	280-281	Shovel, Inheritance	282-283	Shovel, Inheritance	284-285	Shovel, Inheritance	286-287	Shovel, Inheritance	288-289	Shovel, Inheritance	290-291	Shovel, Inheritance
292-293	Shovel, Inheritance	294-295	Shovel, Inheritance	296-297	Shovel, Inheritance	298-299	Shovel, Inheritance	300-301	Shovel, Inheritance	302-303	Shovel, Inheritance	304-305	Shovel, Inheritance	306-307	Shovel, Inheritance
308-309	Shovel, Inheritance	310-311	Shovel, Inheritance	312-313	Shovel, Inheritance	314-315	Shovel, Inheritance	316-317	Shovel, Inheritance	318-319	Shovel, Inheritance	320-321	Shovel, Inheritance	322-323	Shovel, Inheritance
324-325	Shovel, Inheritance	326-327	Shovel, Inheritance	328-329	Shovel, Inheritance	330-331	Shovel, Inheritance	332-333	Shovel, Inheritance	334-335	Shovel, Inheritance	336-337	Shovel, Inheritance	338-339	Shovel, Inheritance
340-341	Shovel, Inheritance	342-343	Shovel, Inheritance	344-345	Shovel, Inheritance	346-347	Shovel, Inheritance	348-349	Shovel, Inheritance	350-351	Shovel, Inheritance	352-353	Shovel, Inheritance	354-355	Shovel, Inheritance
356-357	Shovel, Inheritance	358-359	Shovel, Inheritance	360-361	Shovel, Inheritance	362-363	Shovel, Inheritance	364-365	Shovel, Inheritance	366-367	Shovel, Inheritance	368-369	Shovel, Inheritance	370-371	Shovel, Inheritance
372-373	Shovel, Inheritance	374-375	Shovel, Inheritance	376-377	Shovel, Inheritance	378-379	Shovel, Inheritance	380-381	Shovel, Inheritance	382-383	Shovel, Inheritance	384-385	Shovel, Inheritance	386-387	Shovel, Inheritance
388-389	Shovel, Inheritance	390-391	Shovel, Inheritance	392-393	Shovel, Inheritance	394-395	Shovel, Inheritance	396-397	Shovel, Inheritance	398-399	Shovel, Inheritance	400-401	Shovel, Inheritance	402-403	Shovel, Inheritance
404-405	Shovel, Inheritance	406-407	Shovel, Inheritance	408-409	Shovel, Inheritance	410-411	Shovel, Inheritance	412-413	Shovel, Inheritance	414-415	Shovel, Inheritance	416-417	Shovel, Inheritance	418-419	Shovel, Inheritance
420-421	Shovel, Inheritance	422-423	Shovel, Inheritance	424-425	Shovel, Inheritance	426-427	Shovel, Inheritance	428-429	Shovel, Inheritance	430-431	Shovel, Inheritance	432-433	Shovel, Inheritance	434-435	Shovel, Inheritance
436-437	Shovel, Inheritance	438-439	Shovel, Inheritance	440-441	Shovel, Inheritance	442-443	Shovel, Inheritance	444-445	Shovel, Inheritance	446-447	Shovel, Inheritance	448-449	Shovel, Inheritance	450-451	Shovel, Inheritance
452-453	Shovel, Inheritance	454-455	Shovel, Inheritance	456-457	Shovel, Inheritance	458-459	Shovel, Inheritance	460-461	Shovel, Inheritance	462-463	Shovel, Inheritance	464-465	Shovel, Inheritance	466-467	Shovel, Inheritance
468-469	Shovel, Inheritance	470-471	Shovel, Inheritance	472-473	Shovel, Inheritance	474-475	Shovel, Inheritance	476-477	Shovel, Inheritance	478-479	Shovel, Inheritance	480-481	Shovel, Inheritance	482-483	Shovel, Inheritance
484-485	Shovel, Inheritance	486-487	Shovel, Inheritance	488-489	Shovel, Inheritance	490-491	Shovel, Inheritance	492-493	Shovel, Inheritance	494-495	Shovel, Inheritance	496-497	Shovel, Inheritance	498-499	Shovel, Inheritance
500-501	Shovel, Inheritance	502-503	Shovel, Inheritance	504-505	Shovel, Inheritance	506-507	Shovel, Inheritance	508-509	Shovel, Inheritance	510-511	Shovel, Inheritance	512-513	Shovel, Inheritance	514-515	Shovel, Inheritance
516-517	Shovel, Inheritance	518-519	Shovel, Inheritance	520-521	Shovel, Inheritance	522-523	Shovel, Inheritance	524-525	Shovel, Inheritance	526-527	Shovel, Inheritance	528-529	Shovel, Inheritance	530-531	Shovel, Inheritance
532-533	Shovel, Inheritance	534-535	Shovel, Inheritance	536-537	Shovel, Inheritance	538-539	Shovel, Inheritance	540-541	Shovel, Inheritance	542-543	Shovel, Inheritance	544-545	Shovel, Inheritance	546-547	Shovel, Inheritance
548-549	Shovel, Inheritance	550-551	Shovel, Inheritance	552-553	Shovel, Inheritance	554-555	Shovel, Inheritance	556-557	Shovel, Inheritance	558-559	Shovel, Inheritance	560-561	Shovel, Inheritance	562-563	Shovel, Inheritance
564-565	Shovel, Inheritance	566-567	Shovel, Inheritance	568-569	Shovel, Inheritance	570-571	Shovel, Inheritance	572-573	Shovel, Inheritance	574-575	Shovel, Inheritance	576-577	Shovel, Inheritance	578-579	Shovel, Inheritance
580-581	Shovel, Inheritance	582-583	Shovel, Inheritance	584-585	Shovel, Inheritance	586-587	Shovel, Inheritance	588-589	Shovel, Inheritance	590-591	Shovel, Inheritance	592-593	Shovel, Inheritance	594-595	Shovel, Inheritance
596-597	Shovel, Inheritance	598-599	Shovel, Inheritance	600-601	Shovel, Inheritance	602-603	Shovel, Inheritance	604-605	Shovel, Inheritance	606-607	Shovel, Inheritance	608-609	Shovel, Inheritance	610-611	Shovel, Inheritance
612-613	Shovel, Inheritance	614-615	Shovel, Inheritance	616-											

26-27	Bomb, Time	03-04	Hornbees, Speed	91-92	Blessed +1	Table P22: Miscellaneous	Table Q2: Pun Items	65-68	Can, Worms	Table Q2: Pun Items	13-16	Chain, Elfin +1	06-09	Kirish-Kanol +3
28-30	Bridge, Portable	06-06	Hornbees, Surefootness	93-94	Blessed +2		Table Q2: Pun Items	69-72	Candle, Cloud, in the	Table Q2: Pun Items	17-20	Chain, Elfin +2	10-14	Lacral's Spell +1
31-32	Bride, Control	07-09	Hornbees, Zephyr	95-96	Blessed +3		Table Q2: Pun Items	73-76	Candle, Cloud, in the	Table Q2: Pun Items	21-24	Chain, Elfin +3	15-8	Lacral's Spell +2
33-34	Bride, Grinzi's	10-11	Hover-Barge	97-98	Blessed +4		Table Q2: Pun Items	77-80	Deck, Duffy	Table Q2: Pun Items	25-28	Chain, Elfin +4	19-23	Medicine
35-36	Bride, Listening	12-13	Hover-Charok	99-00	Slate, Identification		Table Q2: Pun Items	81-84	Deck, Duffy	Table Q2: Pun Items	31-34	Chain, Elfin +5	24-27	Medicine
37-38	Bride, Searing	14-15	Hover-Vessel				Table Q2: Pun Items	85-88	Can, Worms	Table Q2: Pun Items	35-38	Chain, Elfin +6	28-32	Missile Attractor -1
39-40	Bride, Speaking	16-17	Hover-Yacht				Table Q2: Pun Items	89-92	Can, Worms	Table Q2: Pun Items	39-42	Chain, Elfin +7	33-36	Missile Attractor -2
41-42	Bride, Thinking	18-19	Item, Anything				Table Q2: Pun Items	93-96	Can, Worms	Table Q2: Pun Items	43-46	Chain, Elfin +8	37-41	Missile Attractor -3
43-44	Bride, Wining	20-21	Item, Clashed Wizardry				Table Q2: Pun Items	97-00	Can, Worms	Table Q2: Pun Items	47-50	Chain, Elfin +9	42-45	Missile Attractor -4
45-46	Bride, Wining	22-23	Rite, Lightning				Table Q2: Pun Items			Table Q2: Pun Items	51-54	Chain, Elfin +10	46-50	Proof against Cold
47-48	Bride, Wining	24-25	Rite, Reconciliation				Table Q2: Pun Items			Table Q2: Pun Items	55-58	Chain, Elfin +11	51-55	Proof against Fire
49-50	Canoe, Portable	26-28	Rite, Signaling				Table Q2: Pun Items			Table Q2: Pun Items	59-62	Chain, Elfin +12	56-59	Proof against Heat
51-52	Canoe, Travel	29-30	Leaf, Book				Table Q2: Pun Items			Table Q2: Pun Items	63-66	Chain, Elfin +13	60-64	Proof against Lightning
53-54	Card, Fortune Telling	31-32	Leaf, Colors				Table Q2: Pun Items			Table Q2: Pun Items	67-70	Chain, Elfin +14	65-68	Proof against Poison
55-56	Card, Bigwheel	33-34	Leaf, Crumbling				Table Q2: Pun Items			Table Q2: Pun Items	71-74	Chain, Elfin +15	69-73	Proof against Rain
57-58	Cart, Convenience	35-36	Leaf, Falling				Table Q2: Pun Items			Table Q2: Pun Items	75-78	Chain, Elfin +16	74-77	Repar's Wall +1
59-60	Cart, Decks	37-38	Leaf, Gold, H.H. Grounds				Table Q2: Pun Items			Table Q2: Pun Items	79-82	Chain, Elfin +17	78-82	Repar's Wall +2
61-62	Cart, Mouse	39-40	Leaf, New				Table Q2: Pun Items			Table Q2: Pun Items	83-86	Chain, Elfin +18	83-86	Shoon's Buckler +2
63-64	Cart, Rattle, Franklin's	41-43	Leaf, Wining				Table Q2: Pun Items			Table Q2: Pun Items	87-91	Chain, Elfin +19	87-91	Shoon's Protector +1
65-66	Cart, Silver, Olympia	44-45	Lighthouse				Table Q2: Pun Items			Table Q2: Pun Items	92-95	Chain, Elfin +20	92-95	Tortoise
67-68	Cart, Silver, Olympia	46-47	Locator, Planetary				Table Q2: Pun Items			Table Q2: Pun Items	96-00	Chain, Elfin +21	96-00	White +4
69-70	Chaos Set, Challenge	48-49	Locator, Portal				Table Q2: Pun Items			Table Q2: Pun Items				
71-72	Cloaking Device, Field	50-51	Master, Half				Table Q2: Pun Items			Table Q2: Pun Items				
73-74	Coin, Altar	52-53	Master, Portable				Table Q2: Pun Items			Table Q2: Pun Items				
75-76	Coin, Eight Diagram	54-55	Masterhead, Durability				Table Q2: Pun Items			Table Q2: Pun Items				
77-78	Coin, Equus	56-57	Match, Magic				Table Q2: Pun Items			Table Q2: Pun Items				
79-80	Compass, Elemental Air	58-60	Match, Many Lights				Table Q2: Pun Items			Table Q2: Pun Items				
81-82	Compass, Elemental Earth	61-62	Match, Many Lights				Table Q2: Pun Items			Table Q2: Pun Items				
83-84	Compass, Elemental Fire	63-64	Mill, Sampo				Table Q2: Pun Items			Table Q2: Pun Items				
85-86	Compass, Elemental Water	65-66	Mine, Dimensional				Table Q2: Pun Items			Table Q2: Pun Items				
87-88	Compass, Magic	67-68	Money, Kaiten's Curse				Table Q2: Pun Items			Table Q2: Pun Items				
89-90	Coracle, Blue Fires	69-70	Mouthpick, Boholder				Table Q2: Pun Items			Table Q2: Pun Items				
91-92	Coracle, Folding	71-72	Noisome, Spirit Chaser				Table Q2: Pun Items			Table Q2: Pun Items				

73-74	Disarming	51	Slaying, Mage +3	62	Hurling +4	Table S7: Crossbows	47-48	Hornblade +2	34-35	Defiance	51-55	Fish +1 +3	19-21	+5	Battlestar +4
75-76	Disarming	52	Slaying, Mammal +3	63	Hurling +5	Roll	49	Hornblade +3	36-37	Deflecting	56-60	Hornblade +1	22-25	Deflecting	22-25
77-78	Disarming	53	Slaying, Paladin +3	64	Lighting	Item	50	Illusory Metal	38-39	Doomwarding +1	61-65	Kitchen, Kernal Sharpness	26-29	Charming	26-29
79-80	Distance +1	54	Slaying, Ranger +3	65	Lighting	01-03	Accuracy +1	51	Impaling +1	40-41	Drawing	66-70	Obsidian +1	30-32	Charming
81-82	Distance +1	55	Slaying, Reptile +3	66	Sharpness +1	07-09	Accuracy +3	52	Impaling +2	42-43	Extinguishing	71-75	Obsidian +1	33-36	Deflecting
83-84	Distance +3	56	Slaying, Sam Monard +3	67	Sharpness +1	10-12	Accuracy +4	53	Impaling +3	44-45	Extinguishing	76-80	Obsidian +1	37-39	Deflecting
85-86	Explosions	57	Slaying, Thief +3	68	Silencing	13-15	Agility	54	Impaling +4	46-47	Extinguishing	81-85	Obsidian +1	40-43	Deflecting
87-88	Explosions	58	Slaying, Thief +3	69	Silencing	16-18	Breathing	55	Jump	48-49	Extinguishing	86-90	Obsidian +1	44-46	Deflecting
89-90	Explosions	59	Slaying, Thief +3	70	Silencing	19-21	Breathing	56	Jump	50-51	Extinguishing	91-95	Obsidian +1	47-50	Extinguishing
91-92	Explosions	60	Slaying, Thief +3	71	Silencing	22-24	Curse -1	57	Jump	52-53	Extinguishing	96-00	Obsidian +1	51-54	Extinguishing
93-94	Explosions	61	Slaying, Thief +3	72	Silencing	25-26	Curse -2	58	Jump	54-55	Extinguishing	Table S8: Lances			
95-96	Explosions	62	Slaying, Thief +3	73	Silencing	27-29	Curse -3	59	Jump	56-57	Extinguishing	Roll	Item		
97-98	Explosions	63	Slaying, Thief +3	74	Silencing	30-32	Curse -4	60	Jump	58-59	Extinguishing	01-03	+1		
99-00	Explosions	64	Slaying, Thief +3	75	Silencing	33-35	Curse -5	61	Jump	60-61	Extinguishing	07-09	+3		
		65	Slaying, Thief +3	76	Silencing	36-38	Curse -6	62	Jump	62-63	Extinguishing	10-12	+4		
		66	Slaying, Thief +3	77	Silencing	39-41	Curse -7	63	Jump	64-65	Extinguishing	13-15	+5		
		67	Slaying, Thief +3	78	Silencing	42-44	Curse -8	64	Jump	66-67	Extinguishing	16-18	Breathing		
		68	Slaying, Thief +3	79	Silencing	45-47	Curse -9	65	Jump	68-69	Extinguishing	19-21	Charming		
		69	Slaying, Thief +3	80	Silencing	48-50	Curse -10	66	Jump	70-71	Extinguishing	22-24	Charming		
		70	Slaying, Thief +3	81	Silencing	51-53	Curse -11	67	Jump	72-73	Extinguishing	25-27	Death		
		71	Slaying, Thief +3	82	Silencing	54-56	Curse -12	68	Jump	74-75	Extinguishing	28-30	Deceiving		
		72	Slaying, Thief +3	83	Silencing	57-59	Curse -13	69	Jump	76-77	Extinguishing	31-33	Deflecting		
		73	Slaying, Thief +3	84	Silencing	60-62	Curse -14	70	Jump	78-79	Extinguishing	34-36	Deflecting		
		74	Slaying, Thief +3	85	Silencing	63-65	Curse -15	71	Jump	80-81	Extinguishing	37-39	Dragon, Footman's		
		75	Slaying, Thief +3	86	Silencing	66-68	Curse -16	72	Jump	82-83	Extinguishing	40-42	Dragon, Footman's		
		76	Slaying, Thief +3	87	Silencing	69-71	Curse -17	73	Jump	84-85	Extinguishing	43-45	Drawing		
		77	Slaying, Thief +3	88	Silencing	72-74	Curse -18	74	Jump	86-87	Extinguishing	46-48	Drawing		
		78	Slaying, Thief +3	89	Silencing	75-77	Curse -19	75	Jump	88-89	Extinguishing	49-51	Extinguishing		
		79	Slaying, Thief +3	90	Silencing	78-80	Curse -20	76	Jump	90-91	Extinguishing	52-54	Extinguishing		
		80	Slaying, Thief +3	91	Silencing	81-83	Curse -21	77	Jump	92-93	Extinguishing	55-57	Extinguishing		
		81	Slaying, Thief +3	92	Silencing	84-86	Curse -22	78	Jump	94-95	Extinguishing	58-60	Extinguishing		
		82	Slaying, Thief +3	93	Silencing	87-89	Curse -23	79	Jump	96-97	Extinguishing	61-63	Extinguishing		
		83	Slaying, Thief +3	94	Silencing	90-92	Curse -24	80	Jump	98-99	Extinguishing	64-66	Extinguishing		
		84	Slaying, Thief +3	95	Silencing	93-95	Curse -25	81	Jump	100	Extinguishing	67-69	Extinguishing		
		85	Slaying, Thief +3	96	Silencing	96-98	Curse -26	82	Jump		Extinguishing	70-72	Extinguishing		
		86	Slaying, Thief +3	97	Silencing		Curse -27	83	Jump		Extinguishing	73-75	Extinguishing		
		87	Slaying, Thief +3	98	Silencing		Curse -28	84	Jump		Extinguishing	76-78	Extinguishing		
		88	Slaying, Thief +3	99	Silencing		Curse -29	85	Jump		Extinguishing	79-81	Extinguishing		
		89	Slaying, Thief +3	100	Silencing		Curse -30	86	Jump		Extinguishing	82-84	Extinguishing		
		90	Slaying, Thief +3		Silencing		Curse -31	87	Jump		Extinguishing	85-87	Extinguishing		
		91	Slaying, Thief +3		Silencing		Curse -32	88	Jump		Extinguishing	88-90	Extinguishing		
		92	Slaying, Thief +3		Silencing		Curse -33	89	Jump		Extinguishing	91-93	Extinguishing		
		93	Slaying, Thief +3		Silencing		Curse -34	90	Jump		Extinguishing	94-96	Extinguishing		
		94	Slaying, Thief +3		Silencing		Curse -35	91	Jump		Extinguishing	97-00	Extinguishing		
		95	Slaying, Thief +3		Silencing		Curse -36	92	Jump		Extinguishing				
		96	Slaying, Thief +3		Silencing		Curse -37	93	Jump		Extinguishing				
		97	Slaying, Thief +3		Silencing		Curse -38	94	Jump		Extinguishing				
		98	Slaying, Thief +3		Silencing		Curse -39	95	Jump		Extinguishing				
		99	Slaying, Thief +3		Silencing		Curse -40	96	Jump		Extinguishing				
		100	Slaying, Thief +3		Silencing		Curse -41	97	Jump		Extinguishing				
					Silencing		Curse -42	98	Jump		Extinguishing				
					Silencing		Curse -43	99	Jump		Extinguishing				
					Silencing		Curse -44	100	Jump		Extinguishing				
					Silencing		Curse -45		Jump		Extinguishing				
					Silencing		Curse -46		Jump		Extinguishing				
					Silencing		Curse -47		Jump		Extinguishing				
					Silencing		Curse -48		Jump		Extinguishing				
					Silencing		Curse -49		Jump		Extinguishing				
					Silencing		Curse -50		Jump		Extinguishing				
					Silencing		Curse -51		Jump		Extinguishing				
					Silencing		Curse -52		Jump		Extinguishing				
					Silencing		Curse -53		Jump		Extinguishing				
					Silencing		Curse -54		Jump		Extinguishing				
					Silencing		Curse -55		Jump		Extinguishing				
					Silencing		Curse -56		Jump		Extinguishing				
					Silencing		Curse -57		Jump		Extinguishing				
					Silencing		Curse -58		Jump		Extinguishing				
					Silencing		Curse -59		Jump		Extinguishing				
					Silencing		Curse -60		Jump		Extinguishing				
					Silencing		Curse -61		Jump		Extinguishing				
					Silencing		Curse -62		Jump		Extinguishing				
					Silencing		Curse -63		Jump		Extinguishing				
					Silencing		Curse -64		Jump		Extinguishing				
					Silencing		Curse -65		Jump		Extinguishing				
					Silencing		Curse -66		Jump		Extinguishing				
					Silencing		Curse -67		Jump		Extinguishing				
					Silencing		Curse -68		Jump		Extinguishing				
					Silencing		Curse -69		Jump		Extinguishing				
					Silencing		Curse -70		Jump		Extinguishing				
					Silencing		Curse -71		Jump		Extinguishing				
					Silencing		Curse -72		Jump		Extinguishing				
					Silencing		Curse -73		Jump		Extinguishing				
					Silencing		Curse -74		Jump		Extinguishing				
					Silencing		Curse -75		Jump		Extinguishing				
					Silencing		Curse -76		Jump		Extinguishing				
					Silencing		Curse -77		Jump		Extinguishing				
					Silencing		Curse -78		Jump		Extinguishing				
					Silencing		Curse -79		Jump		Extinguishing				
					Silencing		Curse -80		Jump		Extinguishing				
					Silencing		Curse -81		Jump		Extinguishing				
					Silencing		Curse -82		Jump		Extinguishing				
					Silencing		Curse -83		Jump		Extinguishing				
					Silencing		Curse -84		Jump		Extinguishing				
					Silencing		Curse -85		Jump		Extinguishing				
					Silencing		Curse -86		Jump		Extinguishing				
					Silencing		Curse -87		Jump		Extinguishing				
					Silencing		Curse -88		Jump		Extinguishing				
					Silencing		Curse -89		Jump		Extinguishing				
					Silencing		Curse -90		Jump		Extinguishing				
					Silencing		Curse -91		Jump		Extinguishing				
					Silencing		Curse -92		Jump		Extinguishing				
					Silencing		Curse -93		Jump		Extinguishing				
					Silencing		Curse -94		Jump		Extinguishing				
					Silencing		Curse -95		Jump		Extinguishing				
					Silencing		Curse -96		Jump		Extinguishing				
					Silencing		Curse -97		Jump		Extinguishing				
					Silencing		Curse -98		Jump		Extinguishing				
					Silencing		Curse -99		Jump		Extinguishing				
					Silencing		Curse -100		Jump		Extinguishing				
					Silencing		Curse -101		Jump		Extinguishing				
					Silencing		Curse -102		Jump		Extinguishing				
					Silencing		Curse -103		Jump		Extinguishing				
					Silencing		Curse -104		Jump		Extinguishing				
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					Silencing		Curse -107		Jump		Extinguishing				
					Silencing		Curse -108		Jump		Extinguishing				
					Silencing		Curse -109		Jump		Extinguishing				
					Silencing		Curse -110		Jump		Extinguishing				
					Silencing		Curse -111		Jump		Extinguishing				
					Silencing		Curse -112		Jump		Extinguishing				
					Silencing		Curse -113		Jump		Extinguishing				
					Silencing		Curse -114		Jump		Extinguishing				
					Sil										

Table 520: Miscellaneous

Roll	Item
01-02	Life Stealing +2
03-05	Light +1
06-07	Lightning
08-09	Lightning, Dancing
10-11	Locate Object +1
12	Locate Blade +1
13	Lycanthropes +1/+2
14	Lycanthropes and Shape
15	Changers
16	Magic/Enchanted Creatures
17	Manicoot +1/+2
18	Mimic
19	Moonblade
20	Morglay
21	Nagelray
22	Namarrs +3
23	Night +1
24	Nine Lives Stealer +2
25	Obedience, Mamlok +2
26	Phoenix +3
27	Quickness +2
28	Red Death +4
29	Regenerating Creatures
30	Rel Astray +1/+3
31	Replicas +1/+4
32	Sauvage
33	Seconddeath +4
34	Shadow
35	Shadow +1
36	Shiva's +3
37	Silencing
38	Singing +3
39	Slayer, Black Dragon +2
40	Slayer, Blue Dragon +2
41	Slayer, Bronze Dragon +2
42	Slayer, Copper Dragon +2
43	Slayer, Genie, Djinn +2
44	Slayer, Genie, Dao +2
45	Slayer, Genie, Elf +2
46	Slayer, Genie, Elf +2
47	Slayer, Genie, Elf +2
48	Slayer, Genie, Elf +2
49	Slayer, Genie, Elf +2
50	Slayer, Genie, Elf +2
51	Slayer, Genie, Elf +2
52	Slayer, Genie, Elf +2
53	Slayer, Genie, Elf +2
54	Slayer, Genie, Elf +2
55	Slayer, Genie, Elf +2
56	Slayer, Genie, Elf +2
57	Slayer, Genie, Elf +2
58	Slayer, Genie, Elf +2
59	Slayer, Genie, Elf +2
60	Slayer, Genie, Elf +2
61	Slayer, Genie, Elf +2
62	Slayer, Genie, Elf +2
63	Slayer, Genie, Elf +2
64	Slayer, Genie, Elf +2
65	Slayer, Genie, Elf +2
66	Slayer, Genie, Elf +2
67	Slayer, Genie, Elf +2
68	Slayer, Genie, Elf +2
69	Slayer, Genie, Elf +2
70	Slayer, Genie, Elf +2
71	Slayer, Genie, Elf +2
72	Slayer, Genie, Elf +2
73	Slayer, Genie, Elf +2
74	Slayer, Genie, Elf +2
75	Slayer, Genie, Elf +2
76	Slayer, Genie, Elf +2
77	Slayer, Genie, Elf +2
78	Slayer, Genie, Elf +2
79	Slayer, Genie, Elf +2
80	Slayer, Genie, Elf +2
81	Slayer, Genie, Elf +2
82	Slayer, Genie, Elf +2
83	Slayer, Genie, Elf +2
84	Slayer, Genie, Elf +2
85	Slayer, Genie, Elf +2
86	Slayer, Genie, Elf +2
87	Slayer, Genie, Elf +2
88	Slayer, Genie, Elf +2
89	Slayer, Genie, Elf +2
90	Slayer, Genie, Elf +2

Table 521: Swords

Roll	Item
01	Life Stealing +2
02	Light +1
03	Lightning
04	Lightning, Dancing
05	Locate Object +1
06	Locate Blade +1
07	Lycanthropes +1/+2
08	Lycanthropes and Shape
09	Changers
10	Magic/Enchanted Creatures
11	Manicoot +1/+2
12	Mimic
13	Moonblade
14	Morglay
15	Nagelray
16	Namarrs +3
17	Night +1
18	Nine Lives Stealer +2
19	Obedience, Mamlok +2
20	Phoenix +3
21	Quickness +2
22	Red Death +4
23	Regenerating Creatures
24	Rel Astray +1/+3
25	Replicas +1/+4
26	Sauvage
27	Seconddeath +4
28	Shadow
29	Shadow +1
30	Shiva's +3
31	Silencing
32	Singing +3
33	Slayer, Black Dragon +2
34	Slayer, Blue Dragon +2
35	Slayer, Bronze Dragon +2
36	Slayer, Copper Dragon +2
37	Slayer, Genie, Djinn +2
38	Slayer, Genie, Dao +2
39	Slayer, Genie, Elf +2
40	Slayer, Genie, Elf +2
41	Slayer, Genie, Elf +2
42	Slayer, Genie, Elf +2
43	Slayer, Genie, Elf +2
44	Slayer, Genie, Elf +2
45	Slayer, Genie, Elf +2
46	Slayer, Genie, Elf +2
47	Slayer, Genie, Elf +2
48	Slayer, Genie, Elf +2
49	Slayer, Genie, Elf +2
50	Slayer, Genie, Elf +2
51	Slayer, Genie, Elf +2
52	Slayer, Genie, Elf +2
53	Slayer, Genie, Elf +2
54	Slayer, Genie, Elf +2
55	Slayer, Genie, Elf +2
56	Slayer, Genie, Elf +2
57	Slayer, Genie, Elf +2
58	Slayer, Genie, Elf +2
59	Slayer, Genie, Elf +2
60	Slayer, Genie, Elf +2
61	Slayer, Genie, Elf +2
62	Slayer, Genie, Elf +2
63	Slayer, Genie, Elf +2
64	Slayer, Genie, Elf +2
65	Slayer, Genie, Elf +2
66	Slayer, Genie, Elf +2
67	Slayer, Genie, Elf +2
68	Slayer, Genie, Elf +2
69	Slayer, Genie, Elf +2
70	Slayer, Genie, Elf +2
71	Slayer, Genie, Elf +2
72	Slayer, Genie, Elf +2
73	Slayer, Genie, Elf +2
74	Slayer, Genie, Elf +2
75	Slayer, Genie, Elf +2
76	Slayer, Genie, Elf +2
77	Slayer, Genie, Elf +2
78	Slayer, Genie, Elf +2
79	Slayer, Genie, Elf +2
80	Slayer, Genie, Elf +2
81	Slayer, Genie, Elf +2
82	Slayer, Genie, Elf +2
83	Slayer, Genie, Elf +2
84	Slayer, Genie, Elf +2
85	Slayer, Genie, Elf +2
86	Slayer, Genie, Elf +2
87	Slayer, Genie, Elf +2
88	Slayer, Genie, Elf +2
89	Slayer, Genie, Elf +2
90	Slayer, Genie, Elf +2

Table 522: Trident

Roll	Item
01-02	Life Stealing +2
03-04	Light +1
05-06	Lightning
07-08	Lightning, Dancing
09-10	Locate Object +1
11-12	Locate Blade +1
13-15	Lycanthropes +1/+2
16-17	Lycanthropes and Shape
18-19	Changers
20-21	Magic/Enchanted Creatures
22-23	Manicoot +1/+2
24-25	Mimic
26-27	Moonblade
28-29	Morglay
30-31	Nagelray
32-33	Namarrs +3
34-35	Night +1
36-38	Nine Lives Stealer +2
39-40	Obedience, Mamlok +2
41-42	Phoenix +3
43-44	Quickness +2
45-46	Red Death +4
47-48	Regenerating Creatures
49-50	Rel Astray +1/+3
51-52	Replicas +1/+4
53-54	Sauvage
55-56	Seconddeath +4
57-58	Shadow
59-60	Shadow +1
61-62	Shiva's +3
63-64	Silencing
65-66	Singing +3
67-68	Slayer, Black Dragon +2
69-70	Slayer, Blue Dragon +2
71-72	Slayer, Bronze Dragon +2
73-74	Slayer, Copper Dragon +2
75-76	Slayer, Genie, Djinn +2
77-78	Slayer, Genie, Dao +2
79-80	Slayer, Genie, Elf +2
81-82	Slayer, Genie, Elf +2
83-84	Slayer, Genie, Elf +2
85-86	Slayer, Genie, Elf +2
87-88	Slayer, Genie, Elf +2
89-90	Slayer, Genie, Elf +2

Table 523: Miscellaneous

Roll	Item
01	Accelerator
02	Battering Ram, Rugby's
03	Blowgun, Wild Emotions
04	Bola +2
05	Bola +2
06	Bola +3
07	Bola +3
08	Bola +3
09	Bola +3
10	Bola +3
11	Bola +3
12	Bolt +2
13	Bolt +2
14	Bolt +2
15	Bolt +2
16	Bolt +2
17	Bolt +2
18	Bolt +2
19	Bolt +2
20	Bolt +2
21	Bolt +2
22	Bolt +2
23	Bolt +2
24	Bolt +2
25	Bolt +2
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27	Bolt +2
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30	Bolt +2
31	Bolt +2
32	Bolt +2
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34	Bolt +2
35	Bolt +2
36	Bolt +2
37	Bolt +2
38	Bolt +2
39	Bolt +2
40	Bolt +2
41	Bolt +2
42	Bolt +2
43	Bolt +2
44	Bolt +2
45	Bolt +2
46	Bolt +2
47	Bolt +2
48	Bolt +2
49	Bolt +2
50	Bolt +2
51	Bolt +2
52	Bolt +2
53	Bolt +2
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84	Bolt +2
85	Bolt +2
86	Bolt +2
87	Bolt +2
88	Bolt +2
89	Bolt +2
90	Bolt +2

Table 524: Miscellaneous

Roll	Item
01	Accelerator
02	Battering Ram, Rugby's
03	Blowgun, Wild Emotions
04	Bola +2
05	Bola +2
06	Bola +3
07	Bola +3
08	Bola +3
09	Bola +3
10	Bola +3
11	Bolt +2
12	Bolt +2
13	Bolt +2
14	Bolt +2
15	Bolt +2
16	Bolt +2
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18	Bolt +2
19	Bolt +2
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88	Bolt +2
89	Bolt +2
90	Bolt +2

Table 525: Miscellaneous

Roll	Item
01-02	Life Stealing +2
03-04	Light +1
05-06	Lightning
07-08	Lightning, Dancing
09-10	Locate Object +1
11-12	Locate Blade +1
13-15	Lycanthropes +1/+2
16-17	Lycanthropes and Shape
18-19	Changers
20-21	Magic/Enchanted Creatures
22-23	Manicoot +1/+2
24-25	Mimic
26-27	Moonblade
28-29	Morglay
30-31	Nagelray
32-33	Namarrs +3
34-35	Night +1
36-38	Nine Lives Stealer +2
39-40	Obedience, Mamlok +2
41-42	Phoenix +3
43-44	Quickness +2
45-46	Red Death +4
47-48	Regenerating Creatures
49-50	Rel Astray +1/+3
51-52	Replicas +1/+4
53-54	Sauvage
55-56	Seconddeath +4
57-58	Shadow
59-60	Shadow +1
61-62	Shiva's +3
63-64	Silencing
65-66	Singing +3
67-68	Slayer, Black Dragon +2
69-70	Slayer, Blue Dragon +2
71-72	Slayer, Bronze Dragon +2
73-74	Slayer, Copper Dragon +2
75-76	Slayer, Genie, Djinn +2
77-78	Slayer, Genie, Dao +2
79-80	Slayer, Genie, Elf +2
81-82	Slayer, Genie, Elf +2
83-84	Slayer, Genie, Elf +2
85-86	Slayer, Genie, Elf +2
87-88	Slayer, Genie, Elf +2
89-90	Slayer, Genie, Elf +2

The Magic Encyclopedia

Volume Two



Sabre

"Saber" is an alternative spelling for this term. A sabre is a long, curved, single-edged blade used mostly by horsemen. It is a popular weapon for light cavalry. Most sabres are fitted with large hilts that protect the wielder's hand when parrying or punching. The Persian style of the sabre is known as the shamshir, sometimes called a scimitar (see page 123).

Sabre -1	—	1,000	new item
Sabre +1	750	3,750	new item
Sabre +2	1,400	7,000	new item
Sabre +3	2,500	12,500	new item
Sabre +4	3,600	18,000	new item
Sabre +5	5,000	25,000	new item
Sabre, Sharpness +1	7,000	35,000	new item

Did you ever wonder what a phylactery is? Do you know what the difference between a cloak and a robe is? *The Magic Encyclopedia* answers these questions with succinct definitions of every type of item

found in a magical treasure hoard, and every definition has an illustration.

The list of definitions in Volume Two runs from Goggle to Zwieback, and completes the list begun in Volume One. The listing includes an experience point value and a gold piece sale value for each item. At last, you'll know exactly what every bauble in any hoard is really worth. The listing also identifies the product where the item is described and the page number where you can find it. A complete list of those products (current through December, 1991) also is provided.

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WI 53147
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United Kingdom

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